

ISSUE NO.
248
OCTOBER
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GTm

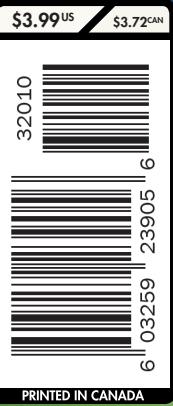
GAME TRADE MAGAZINE



MUNCHKIN Tails



STEVE
JACKSON
GAMES



IN THIS ISSUE:

- MUTANTS ARE THE FUTURE, AND THE FUTURE BEGINS NOW WITH MARVEL HEROCLIX: HOUSE OF X FROM WIZKIDS!
- ENJOY AN EXCLUSIVE INTERVIEW WITH CELEBRATED DESIGNER, REINER KNIZIA, AS HE DISCUSSES MY CITY, HIS DESIGN PROCESS, AND MORE!

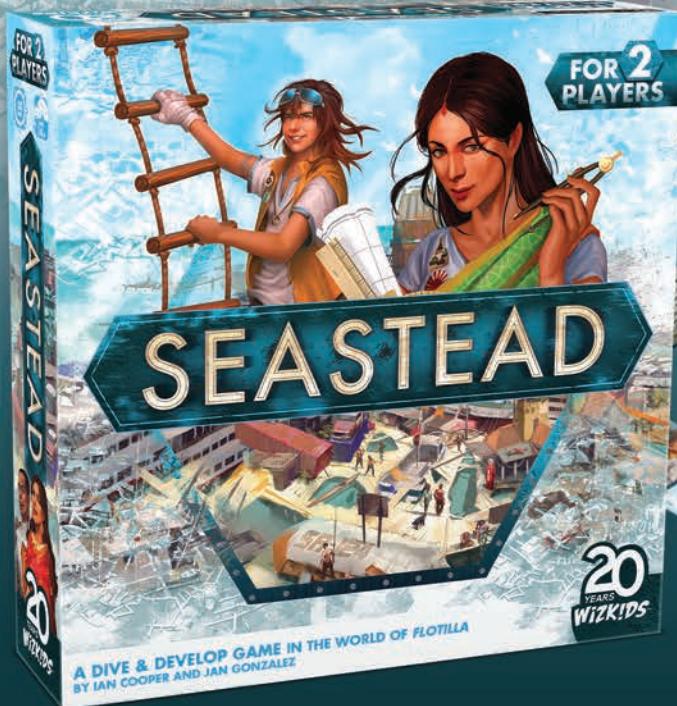
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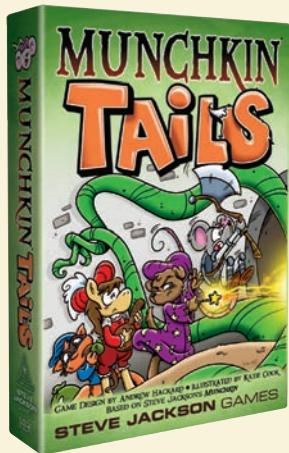
Gotta catch 'em all!™



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COVER STORY



Heroes Of Their Own Tails

Munchkin has gone to the dogs... plus foxes, mice, and ponies! Now you can bring them into the dungeon, fighting off opponents such as the Human Rights Activist, the Robot Vacuum, the feared Animal Control Enforcer, and MORE!

by Andrew Hackard

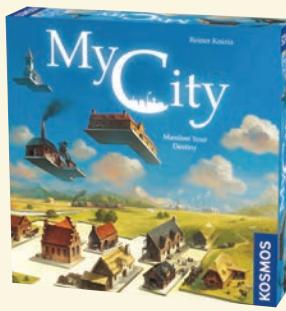
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X-Men House of X

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EXPANDABLE CARD GAME

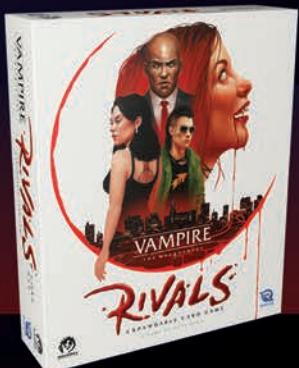
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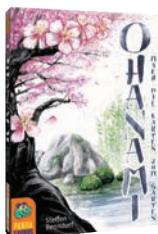
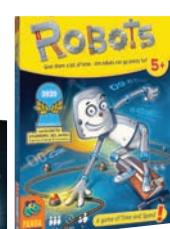
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Greetings Dear Readers!

Welcome to yet another boo-tiful October edition of *Game Trade Magazine*! Autumn is upon us, and we all now what that means — Halloween is just around the corner!

Like many of you, I'm not sure what shape Halloween will be taking this year — on the one hand, masks seem like a no-brainer and easy-to-accommodate, but on the other, in an era of physical distancing, what will be the best way to get one's hands on those sweet, sweet treats?

Halloween is easily my favorite holiday of the year, and I'm always impressed with the creativity and innovation folk exhibit with costumes, decoration, and more, so I'm certain this year will be no different.

And while aliens and evil wizards will always be welcome in these pages, there is the cuter side of Halloween to consider as well!

Kicking off this issue, Steve Jackson Games takes us behind the scenes of *Munchkin Tails! Adventure as Dogs, Mice, Foxes, and Ponies* as you explore dungeons, steal loot, and stab your buddies — all in classic *Munchkin* fashion!

Super heroics and adventure make an appearance as well courtesy of an exclusive sneak-peek from WizKids at the next *Marvel HeroClix* set — *House of X*!

Marvel's most famous mutants from comics past and present battle on the tabletop as never before. And in that traditional Halloween spirit, Team-Up cards will encourage your figures to band together as you make your way across the map!

And what would Halloween be without a little family fun? Thames & Kosmos has you covered with *My City*. Check out their exclusive interview with the game's designer, Reiner Knizia, as he guides you through a bit of his process, as well as some strategies which may help you win your next game!

All treats, no tricks. That's how we do it at GTM.

Game on,
JG



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GTM
10150 York Rd, Cockeysville, MD 21030
GTM@GameTradeMagazine.com

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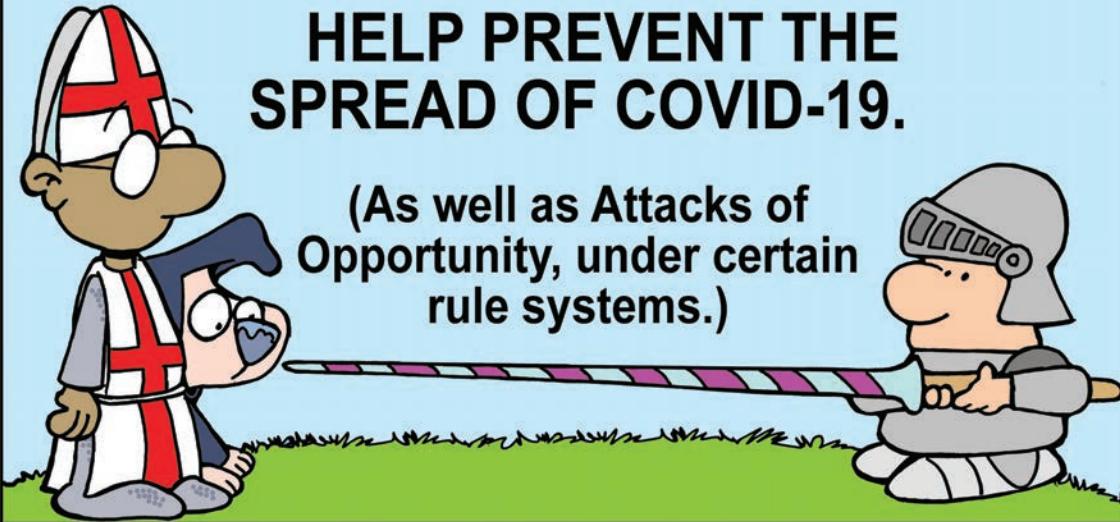
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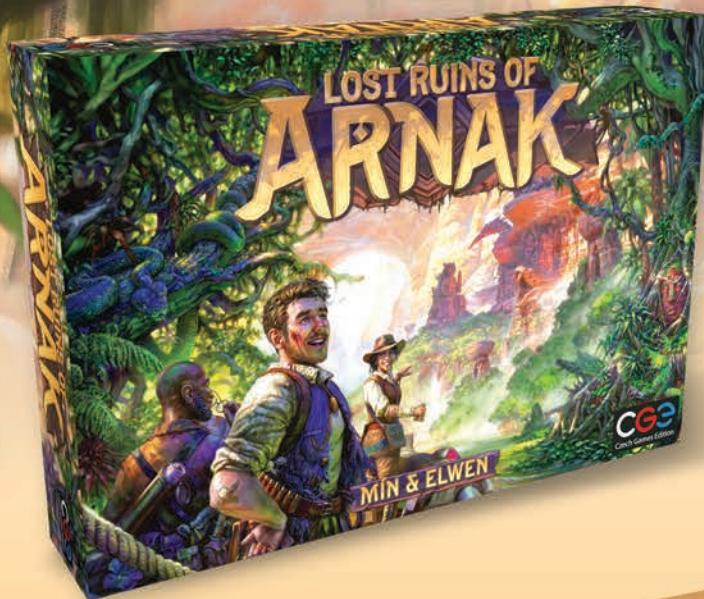
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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three-month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (**FLGS**) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine**...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as **especially** worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHT

SPOTLIGHTS: These are products that have released and are available at your **FLGS** or **FLCS**. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your **FLGS** or **FLCS**, so be sure to make a note so you won't miss out!

FEATURE

PREVIEW

DESIGNER DIARY

DESIGNER DIARIES: These articles are the ULTIMATE in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



EXCLUSIVES: While virtually ALL of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (**FLGS**) or Comic Store's (**FLCS**) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your **FLGS**) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now? It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of GTM, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

SPOTLIGHT ON

My City
My City is a unique, family-oriented legacy gaming experience that spans four seasons and three episodes. The game consists of 24 different episodes beginning with the start of a city and ending with the completion of a city. Each episode is a different stage and progressing through industrialization. Players choose and actions made during one season will carry over to the next, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, the 100+ side-games board offers an alternate setup for repeatable play. Scheduled to ship in October 2020.
TAK 051 489. \$34.95

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TAK 051 489. \$34.95

MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)
UR 15549 PI

PASSAGE TO AUTUMN PLAYMAT
UR 15530 PI

ULTRA PRO

AMY BROWN
Scheduled to ship in July 2020.
UR 15550 PI

AUTUMN STROLL PLAYMAT
UR 15550 PI

BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)
UR 15525 PI

MORGAN LE FEY PLAYMAT
UR 15528 PI

QUEEN MAD STANDARD DECK PROTECTOR SLEEVES (100)
UR 15527 PI

SISTERS STANDARD DECK PROTECTOR SLEEVES (100)
UR 15526 PI

WHERE THE WIND TAKES YOU PLAYMAT
UR 15529 PI

USAOPOLY

SPOTLIGHT ON

CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL
From the depths of the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.
USO ER010720 PI

DRAGON BALL Z: COLLECTOR'S CHESS SET
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom-sculpted, full-color busts of characters from the popular anime franchise. Scheduled to ship in September 2020.
USO OH13249 PI

MONOPOLY: ELF
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this fun-filled version of Monopoly. Scheduled to ship in September 2020.
USO MN010595 PI

RISING
Join in the cooperative Rising game as Batman Who Laughs Rising players team up to stop the Batman Who Laughs and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.
USO DC010103 PI

SPOT IT! SPONGEBOB
Get ready for an underwater adventure with SpongeBob Spot It! Scheduled to ship in September 2020.
USO 3094712 PI

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SPOTLIGHT ON

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALM - SAPPHIRE DRAGON PREMIUM FIGURE
Over 160mm tall, this miniature is based on the all-new art for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.
WZK 96019 PI

SPOT IT! RUDOLPH
Get ready for a magical winter-wonderland with Rudolph Spot It! Scheduled to ship in September 2020.
USO 5033069 PI

SPOT IT! SPONGEBOB
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WIZARDS OF THE COAST

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MAGIC
THE GATHERING
MAGIC THE GATHERING CCG: ARENA STARTER KIT
WOC C7512000 PI

MAGIC THE GATHERING CCG: CORE 2021
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BUNDLE WOC C7501000 PI
BUNDLE WOC C7502000 PI
COLLECTOR BOOSTER DISPLAY (12) WOC C7510000 PI
PLANESWALKER DECK DISPLAY (10) WOC C75060000 PI
JAPANESE CORE 2021 BOOSTER DISPLAY (84) WOC C7503400 PI

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SPOTLIGHT ON

MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK
This Dice and Token Pack contains 2 custom dice featuring a Marvel HeroClix Fantastic Four icon to celebrate the release of the Marvel HeroClix Fantastic Four. The 6 action tokens will also feature bystanders on the back of the dice. These are great ways to enhance your HeroClix experience! Scheduled to ship in July 2020.
WZK 84755 PI

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WZK 84755 PI

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SPOTLIGHT ON

MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES
Marvel Panther, Ghost Rider, Hulk, She-Thing, Spider-Man and Wolverine form the new Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.
WZK 84753 PI

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WZK 84752 PI

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WZK 84755 PI

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WZK 84753 PI

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WZK 84752 PI

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of Game Trade Magazine (GTM), you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!

FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

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GTM OCTOBER 2020

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HEROES OF THEIR OWN TAILS

MUNCHKIN TAILS

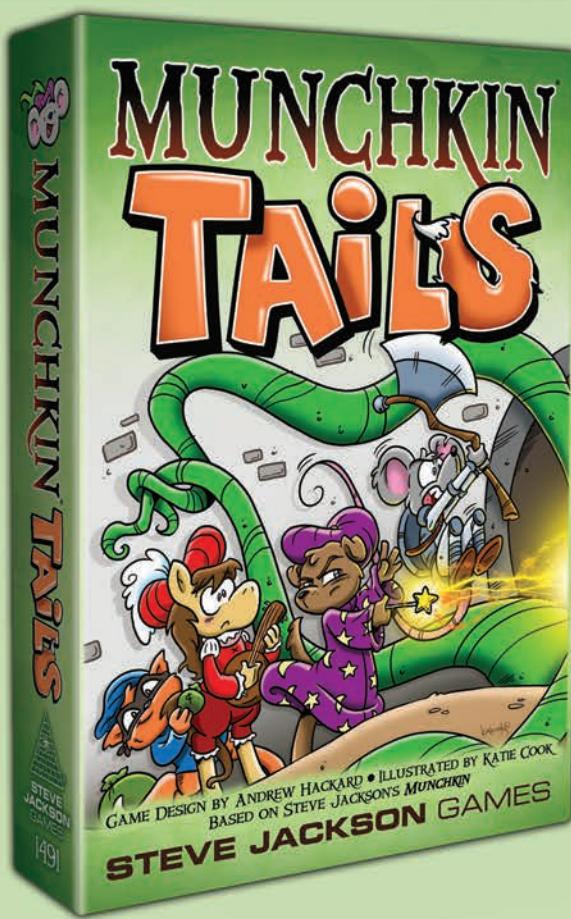
SJG 1491.....\$24.95 | Available Now!

Most of us grew up with stories of human-like animal heroes (and sometimes villains) in children's stories. Sometimes, they are one or a few characters in a larger story, such as Bugs Bunny or Tom and Jerry from cartoons, or Jiminy Cricket in "Pinocchio." In other stories, the animals are the primary (or only) characters, such as in *Charlotte's Web* or "Bambi."

Adult-focused animal-centered stories are rarer but became more common in the 20th century, with stories such as *The Chronicles of Narnia*, featuring many animals such as Aslan and Reepicheep, or Brian Griffin from the "Family Guy" cartoon.

With the growing popularity of intelligent animals in fiction and media over the last decades, it was a genre that we in Café Munchkin have been talking about exploring with a game for some time. Toward the end of 2019, I wrote the cards (with a lot of help from the team at Steve Jackson Games and our stalwart playtesters), and Katie Cook made all the cards look absolutely awesome. *Munchkin Tails* was released in June 2020, and so far, we're hearing great reviews from the people who have picked it up! If you're wondering whether this is the right new *Munchkin* game for you and your friends, here are some notes that might just get them to sit up and beg you for the game!

A LOOK AT OUR FUZZY HEROES



We chose four types of animals to use as our adventurers in *Munchkin Tails*: Dog, Fox, Mouse, and Pony. (Of course, we chose Pony!) We had a great time writing new abilities for these cuddly critters. We wanted to give each one its own style to fit the type of animal they were and that made for a variety of strategies in the game. This was a surprisingly difficult process, and we actually talked about some other cards that didn't make it into this set.

Probably the most obvious animal type that isn't listed is Cat, but we had several reasons for that. First, having Cats would probably have meant leaving out Foxes, and I wanted one hero type that was a little less mainstream, just for the sake of variety. I also was a bit worried about the mayhem that could ensue with dogs and cats and mice all trying to work together... that's a little too much like a real-world problem!

I also didn't include any non-mammal adventurers, and that may have been oversight. We could certainly have some fun with birds or lizards, for instance, although Lizard Guys do appear in *Munchkin 8 – Half Horse, Will Travel*, so maybe that ground is already covered. (At one point, I suggested Snakes or Spiders as possible heroes and was informed that I'd already used my creepy idea budget for the year. Sigh.)

Fear not, however, as some of these discarded or forgotten ideas do show up in the other usual place for a *Munchkin* game: the monsters!

LEVEL 3 HARE BAND

Can join the **Chipmunk Gang** or **Squirrel Squad** without a **Wandering Monster** card.



Bad Stuff: They chase you down. Lose your Race.

1 Treasure

WHAT KIND OF MONSTER WOULD - OH, RIGHT, ME

Munchkin Tails has the usual three dozen monster cards, give or take a couple, and they run the gamut from things that specific monster types should fear (Robot Vacuum) to things that everyone should fear (Skunk). Oh, and there are some human opponents, too, because if the animals are the heroes of this game... well, let's just say that nature may not be the biggest threat to animals – in the game or the real world!

But I have two favorite monsters in this set, and rarely for me, they're both low Level foes.

The first is the Hare Band, which is delightfully silly. Look at Katie's art and tell me you don't want to be at that concert! I love it when the artist takes something I write and makes it into a small masterpiece, and that's what we have here.

My other favorite monster is the Munchkin Cat, for what should be obvious reasons. As the card says, munchkin cats are a real thing, but we went with the in-game version instead as a nod all the way back to the original game design. I've been wanting to do this card for a while (it nearly made it into *Munchkin Kittens*) and having it here makes me very happy.

One somewhat unusual design feature of *Munchkin Tails* is that we have no Undead. As I was working through the monsters, I started to think that a game where animals were fighting (or becoming) undead creatures would be a little macabre for something I was trying to keep light-hearted. This is also why the Cleric isn't one of the Classes in the game. I replaced it with the Bard, so make sure all the players start practicing their howling dog voices now!

ENOUGH! TAKE US TO THE LOOT!

When I'm working on a *Munchkin* game, I usually leave designing most of the Treasures for the end. There are plenty of serious reasons why I tell people I started doing this, usually involving intricate considerations about whether I need to balance a monster list that's a little too tough with more high-bonus cards. Or perhaps because this is a set where I want more single-use cards to keep the decks moving, that sort of thing. You know, game designer stuff.

LEVEL 6 MUNCHKIN CAT

It's a real thing! Look it up!



Bad Stuff: Roll the die again and discard that many cards from your hand.

2 Treasures

Don't believe it.

I leave them for the end because they're the most fun and the easiest to write. Once I start on the Treasure deck, I know I'm in the home stretch. Treasures, in general, have fewer rules than Doors, and the rules they do have tend to be more standardized than the individualized rules that each monster gets. Also, because Treasures have a lot less text, in general, than Doors do, it means I get to have more fun with the art we can put on the cards!

Munchkin Tails was no different. I don't remember exactly how long it took me to complete the first draft, but I'm pretty sure the entire Treasure deck was about 25% of that total time, and almost entirely done at the end of the project. I hid quite a few jokes in those cards that I'm very eager for fans to find as they play the game, so I'll just mention some of the titles here: Cone of Defiance (Cone of Shame is a Curse, naturally), Dog Whistle (a Bard-only card), Rolled-Up Newspaper, Play Dead (a very nice Go Up a Level), and... Mark

Your Territory. It's not what you think. Or maybe it is.

*3 BONUS Usable by Dog Only CONE OF DEFIAENCE

No shame here!



Headgear

400 Gold Pieces

PLAY DEAD!



Play after failing a Run Away roll to ignore the Bad Stuff and go up a level instead.

GO UP A LEVEL

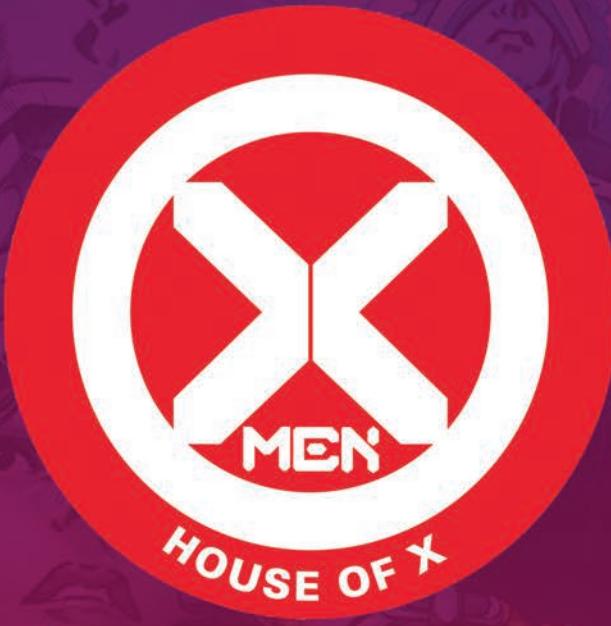
HERD ENOUGH?

So far, the response to *Munchkin Tails* has been fantastic. We're really pleased that so many people have been able to enjoy the game at a time when we're all looking for anything at all to give us joy. That's why we're so excited that there will be more *Munchkin Tails* coming soon. We've got a 15-card mini-expansion releasing just in time for the holidays: *Munchkin Tails of the Season!* Ask for it at your friendly local game store.

•••

Andrew Hackard is the *Munchkin* Line Editor at Steve Jackson Games. He currently has no pets, and the world is probably better for it.





HEROClix®

WIZKIDS



MARVEL HEROCLIX: X-MEN HOUSE OF X BOOSTER BRICK

WZK 84764 \$129.99 | Available October 2020!

MARVEL HEROCLIX: X-MEN HOUSE OF X FAST FORCES

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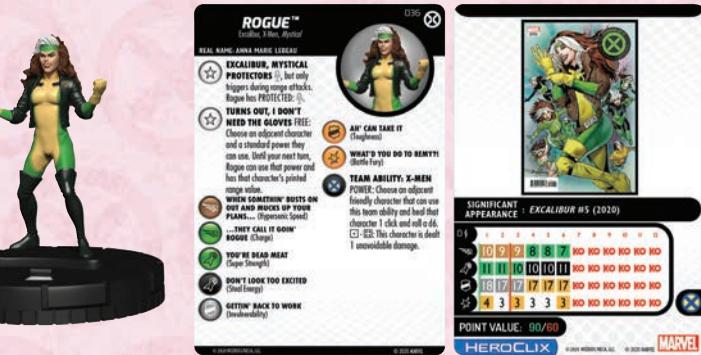
MARVEL HEROCLIX: X-MEN HOUSE OF X DICE AND TOKEN PACK

WZK 84768 \$9.99 | Available October 2020!

Marvel HeroClix: X-Men House of X is coming! The Charles Xavier has created a new respite for mutantkind on the isle of Krakoa! He has also uncovered a brand new technique for bringing X-Men back to life. With all of mutantkind living in harmony, what will the world have to say about the X-Men's newfound world.

X-Men House of X will feature the usual fan favorites, including Wolverine, Beast, and Magneto, as well as some unclixed characters, characters that haven't been seen in Heroclix in a long time, and some new variants of existing characters such as Glob Herman, Apocalypse, and Old Man Phoenix! This set also features some exciting new mechanics such as Krakoa Revival, as well as the debut of Team-Up Cards in a Marvel HeroClix set!

We'll be taking a look at one of the two characters that we'll be showing that has a Team-Up Card, Rogue:



First, we have Rogue, who has a dial full of strong stats, and powers to go with her bruiser power set. Her standard powers include Hypersonic Speed, Charge, and Super Strength. She also has a dial full of damage reducers, as well as Steal Energy later in the dial to heal back a few clicks and stay in the fight. She has two traits, in addition to her Team-Up card. The first trait, which is seen on Excalibur characters in this set, gives her a limited form of the Mystics team ability, only for range attacks, as well as PROTECTED: Mystics Team Ability, to give her immunity to it. Rogue also has a trait representing her ability to absorb other's powers and abilities. This trait allows her to take a FREE action to use a standard power and the printed range value of an adjacent character (either friendly or opposing), until your next turn.

Team-Up Cards are chosen each game, during force reveal, replacing the default cards. However, they can't be used if you have more than one character with the same name on your starting force, so keep that in mind when team building!

This Team-Up Card works when the character named by the card, in this case, Gambit, is on a force with Rogue. When Rogue is using this Team-Up Card and Gambit is on the map, both Rogue and Gambit will be able to use Support, but only to target each other.



Next we have Elixir, whose dial focuses on healing, as per his powerset. He has a trait based on the use of the Krakoa Revival trait, which we will go over later, and is one of "The Five" characters with such a complementary trait. When Krakoa Revival is used, after resolutions, any characters that chosen character is adjacent to are healed 1 click. He also has a special power on his first few clicks, which will allow him to use Support, even if he and his target are adjacent to opposing characters. This special power also increases the D6 roll for all friendly uses of the X-Men Team Ability (which is described on his card), decreasing the chances that the character will be dealt 1 unavoidable damage for using it. Elixir starts with Sidestep to stay mobile, and position to use Support. He ends with Stealth and Regeneration, to stay safe and heal, as well as Exploit Weakness with 4 damage, to threaten adjacent opposing characters that attempt to finish him off, which goes well with his Stealth.



Finally, we have Marvel Girl, with a range focused dial, including the very synergistic Improved Targeting: Characters. She has one special power which she starts with and has intermittently throughout the dial. This special power gives Marvel Girl Outwit, as well as the chance to deal 1 penetrating damage to an opposing character that targets a friendly character with the X-Men keyword with Outwit, if you roll a 4-6. Marvel Girl starts with Telekinesis, as expected, as well as Running Shot, with 6 Range and two targets. She also has the Krakoan Revival trait, which we will go over a little later in the article, just after taking a look at Marvel Girl's Team-Up Card.

Marvel Girl has a Themed Team-Up Card, which, instead of requiring another specific character, requires her to be on an X-Men Themed Team to use it. This Team-Up Card gives Marvel Girl +2 to Attack and Damage, but only when attacking only characters that can use Mind Control.



Now, back to Marvel Girl's Krakoan Revival trait, which is one of the more intriguing new mechanics in this set. This trait is based on the recent development in House of X, whereby mutants can be resurrected.

When a friendly standard character with the X-Men keyword is KO'd, the Krakoan Revival trait allows you to instead return that character to its original starting click and place them adjacent to a character with the Krakoan Revival trait. This does have a cost, however, as your opponent will still score that character. Also, in addition to the character being scored, your opponent will be able to generate a Krakoan Revival bystander adjacent to one of their characters. These bystanders represent enemies of the X-Men's new Krakoan ventures. They will then score 10 points for each of these bystanders that they generated this game. In other words, the first time a bystander is generated, they will score 10 points. Subsequently, the next time a bystander is generated, they will score an additional 20 points, 10 for each of the two bystanders. As you can see, these points scored will start to add up quickly if you use Krakoan Revival a lot in a game. Here are the stats for these bystanders:



Each of these Krakoan Revival bystanders are displayed on a card, which is inserted into boosters with Krakoan Revival characters. These bystanders should each have their own use for an opponent at any point during a game, and there are 6 to choose from! They each have different support powers, including Coven Akkaba's Probability Control, Phobos Armor's Outwit, and PhD Apes' Perplex! They are also all viable combatants in their own right, whether that is Skinless Assassins' Blades/Claws/Fangs, Phobos Armor's Energy Explosion

with two targets, or Orchis Soldier's Penetrating/Psychic Blast. In any case, while these bystanders are strong, they can very well be worth allowing your opponent to have, if the Krakoa Revival will help you not lose your advantage in a game.

That's all we have for today! These Team-Up Cards make team building even more interesting, as you consider the combinations of characters that will best work with their various options. We also hope that this first look at the Krakoan Revival trait, as well as the other traits that further improve it are making you as excited for this set as we are.

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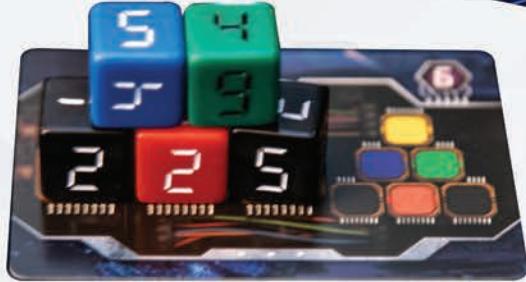
SMALL BOX GAMES, BIG TIME FUN



As everyone's favorite Jedi Master Yoda once said, "Size matters not. Look at me. Judge me by my size, do you?" Gamers know that the size of a game's box doesn't equate to the amount of fun contained inside. Like their bigger box siblings, small box games can offer everything from casual and relaxed turns to intense, sweat-inducing game play. Here are a few small box games that provide big box fun.

FUSE (RGS 00504)

In *FUSE*, players are transported aboard a sabotaged spaceship and are tasked with defusing bombs before time runs out. This game of speed and strategy is one that will get the adrenaline flowing, as players roll dice and try to match them up to each bomb card's pattern. Every card requires a combination of colors and/or numbers, with some needing a specific pattern such as a vertical stack of dice or a pyramid of dice. Like a real-life bomb situation, time is of the essence: your team only has 10 real-time minutes to defuse all of the bombs. This real-time aspect eliminates the Alpha Dog syndrome that affects many cooperative games; with only 10 minutes there's no simple no time to analyze the optimal move each turn. Everyone must use one die from the current turn and if you can't, then it may cost others their dice. While you can use your own timer for the game, the Renegade app provides a fuller experience, with a high score board and two different voices to count down the time; definitely go with the snarky robot voice, which will make you laugh as you're freaking out and trying to defuse all of those bombs.

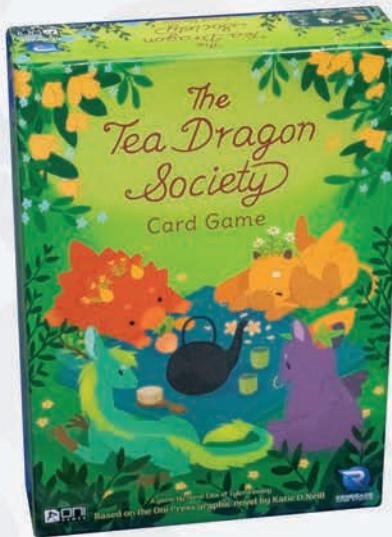


FOX IN THE FOREST DUET (RGS 02048)

Like its predecessor *Fox in the Forest*, *Fox in the Forest Duet* is a unique two-player trick-taking game. This time, however, the game is played cooperatively as you attempt to collect gems as you make your way through the forest. Odd-numbered cards in the deck will have special abilities and you'll use these to win or lose tricks. You and your partner attempt to time your winning or losing tricks, depending on which direction you want to move on the board and where those gems are in relation to your location. Since communication is limited (no talking about what you've played or might play) *Fox in the Forest Duet* can be a surprisingly brainy game as both of you try to remember what the other played so you can win or lose tricks to scoop up gems or place forest tiles.

STELLAR (RGS 02050)

In this two-player game you and your opponent are both gazing on the night sky above you, noting the different stars and objects you see. A clever combination of tactical and strategic game play, *Stellar* features gorgeous artwork and tense decision-making in every turn. There are only 12 turns in *Stellar*, each consisting of two actions: first, draw one card and add it to your hand, then choose one to play onto either your telescope or notebook. You'll score the stars in your telescope based on area majorities and you'll gain multipliers as well as set collection points in your notebook. Second, depending on what card you played, you'll draw your second card and place it into the other area. Every decision in this card game is important and *Stellar* is the perfect example of how deep and strategic a game can be, no matter how big or small the box it's in.



THE TEA DRAGON SOCIETY CARD GAME (RGS 00811)

Based on the two-time Eisner Award-winning webcomic series by Katie O'Neill about a blacksmith apprentice and her experiences with the charming tea dragons, *The Tea Dragon Society Card Game* is a beautifully illustrated, light deckbuilding game. You and your opponents take care of your tea dragons, trying to create the best memories throughout each season. *The Tea Dragon Society Card Game* streamlines the deckbuilding mechanism into a two-step turn: draw a card and trigger any effects on it, then buy a Market or Memory card. Memory cards are divided into four seasons and the game ends after the fourth season. Fans of the webcomic series will find an approachable gaming experience, as players are treated to O'Neill's outstanding artwork and an easy-to-learn ruleset.

AUTUMN HARVEST: A TEA DRAGON SOCIETY CARD GAME (RGS 01158)

The new *Autumn Harvest: A Tea Dragon Society Card Game* is a standalone and fully compatible expansion to the original game. *Autumn Harvest* adds growth tokens, the Mentors token, victory point tokens, and a fifth player can now join the festivities. Growth tokens allow players to buy cards from the Market or the Memory tableaus, and now players will score victory points on their cards as well as from their collected victory point tokens. It's an expansion that will satisfy fans of the original game, but new players can easily dive right into *Autumn Harvest* to enjoy the enchanting world of fantasy and friendship created by Katie O'Neill.



Ruel Gaviola is a writer, podcaster, and content creator based in Southern California. A regular contributor to Geek & Sundry, The Five By, iSlaytheDragon, and other websites, he's also on the Board of Directors for the Tabletop Writers Guild and on the American Tabletop Awards committee. His family recently joined him to play board games on Tabletop Tonight, a regular livestream on his Twitch channel. Connect with him on Twitter @RuelGaviola and find links to his work at ruelgaviola.com.



HELLO NEIGHBOR - THE SECRET NEIGHBOR PARTY GAME

AWG AW06HN \$19.99 | Available October 2020!

When talented designers, Juliana Moreno Patel and Ariel Rubin, first approached us at Arcane Wonders about publishing a board game based on the *Hello Neighbor/Secret Neighbor* video games, I must admit I was not familiar with the franchise. Video games have fallen to the wayside in my life, and when I do find time to play, I usually dust off my "save state" from a 1980's RPG. (Anyone remember *Pool of Radiance*?)

The pitch for *Hello Neighbor: The Secret Neighbor Party Game*, was to use the mechanisms inspired by classic social deduction games like *Werewolf* and *The Resistance*, but incorporate the iconic feel and addictive gameplay of *Hello Neighbor*, and its successful spinoff sequel *Secret Neighbor*. Thus, there would be no narrator nor eliminations, ensuring that all players remained engaged for the entire game. Naturally, there was only one thing I could do before I looked at this board game; I had to play these video games and see what all the fuss was about!

Let me tell you — I was unbelievably bad at *Hello Neighbor*! I have no problem admitting it. The real magic, though, was when I started playing *Secret Neighbor*. The first time I played as the *Secret Neighbor*.

I worked to convince the team to trust me, while we searched for the keys, and something awesome happened. I understood not only what made this game so popular, but also how it would translate to a tabletop game.

Then I played *Hello Neighbor: The Secret Neighbor Party Game*, and my hopes were confirmed. As a kid I worked with my fellow kids to locate the keys and thwart the evil neighbor. As a neighbor I worked to keep my secrets hidden forever. Most importantly, since this game is based on the multiplayer *Secret Neighbor* game, I felt that as the *Secret Neighbor* I was truly trying to be sneaky, and only reveal myself as the traitor to the kids at the right moment!

In the board game, it is not possible to sneak around looking for objects to use in your quest. Instead the experience comes through in the Trading Phase of the game. This open discussion trading at the table not only

is recommended to be done standing up and walking around, but is useful to start to figure out the intentions of your fellow "kids" at the table. "Why is she



looking for magnets?" "Is she the Neighbor trying to get a key, or can I trust her?" This open negotiation, trading, suspicion and deception shines through in such a way that it truly captures the feeling of playing the video game online with your friends. Along the way I had to sniff out the neighbors and the sneaky *Secret Neighbor*, while forming alliances with others. Unless of course I was one of the neighbors. Then it became a game of convincing the kids at the table to trust me, while trying to somehow let my fellow conspirators in on my true intentions. Simultaneously, I was making sure I had a set of three objects by the end of the phase, so that I could use their power. It led to some interesting trade decisions. For example, I may not have wanted to use the flashlight's power during a round, but it was better to have something, rather than nothing.

In the Powers Phase there is no turn order. The first person to shout out they want to use their power gets to do so, but there is more to it. For example, if I really wanted to use my magnet to take one of the keys all I had to do was shout, but if I had been paying attention in the Trading Phase I might have noticed the suspicious player at the

table who was working trades to gain three lever cards. Subsequently, my magnet's power belonged to them and they could get a key! However, if I had waited, the player holding trash cans may have spoken up sooner and dumped my precious magnets.

I recall asking Ariel and Julianna why the kids needed to use all the keys, whereas the Neighbors only needed to convince the group to let them use a single key? They replied "If a door had multiple locks on it, then you would need every key to get to what is behind the door. But to keep someone from opening the same door you would only need to take away a single one of those keys." From start to finish, the game was created to move the video experience to the live setting, in order to enjoy it with your family and friends. I am not normally one for social deduction party games, but from the start I was hooked



on this one. Everything that felt special to me while playing the video game was captured in the tabletop game play. I knew we had to publish this game, and I hope board gamers and fans of the franchise love it as much as we do!

...

Robert Geistlinger is the Director of Sales & Marketing at Arcane Wonders and is most definitely a KID, and not the SECRET NEIGHBOR!



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INNOVATION IS NOT LINEAR OR STRAIGHTFORWARD

THAMES
KOSMOS

INTERVIEW WITH REINER KNIZIA, AUTHOR OF *MY CITY*

MY CITY

TAK 691486..... \$34.95 | Available October 2020!

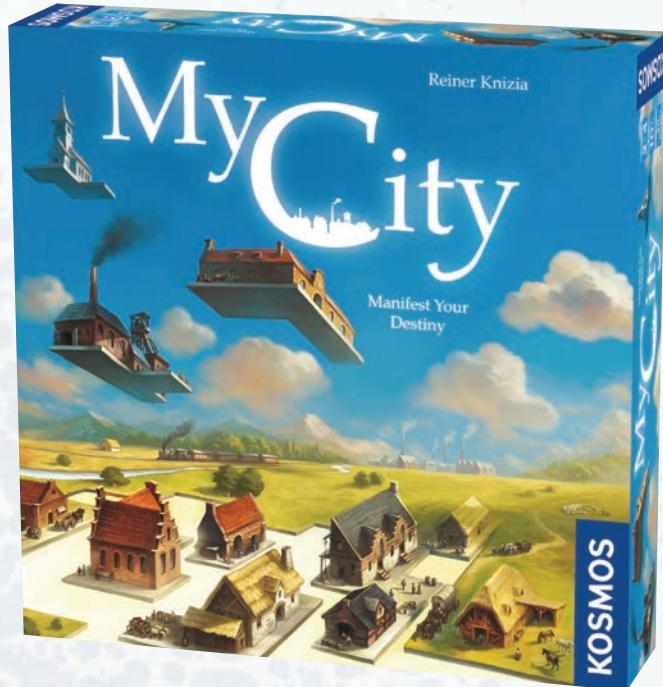
QUESTIONS ABOUT THE *MY CITY*:

Chanel: *My City*, nominated for the 2020 Game of the Year (*Spiel des Jahres*), is the first game for families and casual gamers alike to experience the extraordinary appeal of legacy games. This means that the gameplay changes and evolves over the course of the games. How did you get the idea to develop such a game for families?

Reiner: It is particularly important for me to make games accessible to as many people as possible. I love simple rules and I love giving players a lot of freedom to get involved in the game. The new and most interesting thing about a game is the people who play it. Legacy games that change from game to game are a big trend today. So it was somehow obvious to use my experience to create a simple, yet thrilling and exciting legacy game that many people can enjoy.

Did you develop the subject or game mechanics first?

That cannot be answered at all. Two approaches alternate when I develop new games. On the one hand, I discuss a lot with my fellow players and test players, and this brainstorming often leads to innovative ideas. On the other hand, I sit alone, close my eyes and look into foreign worlds, let themes, mechanisms and materials flow together playfully, play in the spirit, feel the emotions until finally, it clicks. Innovation is not linear or straightforward, so there is no clear order of what comes first.



Was there a moment when you realized that you had created something special with *My City*?

Yes, there were moments like this. The core of every game development is testing, i.e. playing and experimenting. *My City* consists of a sequence of 24 games, which are divided into eight chapters. Each game lasts about 20 minutes so that you can playfully spend a good hour together with a chapter. But after playtesting each chapter, players wanted to try the next chapter immediately, and then the next, and they didn't want to stop. We usually only play until about 10 p.m. in the evening, because the next morning everyone has to go back to work. But for *My City*, we always went past midnight and nobody got tired ...

How long did you work on developing the game before it hit the market?

This is the big question of when a game is really tested. Legacy games are a particular challenge here, because changing something in game number 8 may have an impact on game number 12, or you have to play differently in game number 5 to make the most of the changes in game 12. It gets pretty complex, so we spent many weekends playing long sequences to optimize the game dynamics. Overall, the development of *My City* took over 18 months. It should also be mentioned that the game was still a good year in the publishing house before a finished product was created.

Give us a hint without giving away too much of the game: what strategy do you recommend to players to win?



Hmm, it is important that the goal is to win. And you can do that in *My City* in a variety of ways. But in the end, it doesn't really matter who won after eight chapters and 24 games, because with a good game, all players win. My tip: Just enjoy the changing challenges of the game. As the saying goes: "The way is the goal." But of course, there is also a winner based on points.

My City will be available in almost twenty different countries by September of this year. How many of your games make it into international markets?

The games market has become a very international, global market. Developing a really good game is a huge investment of time and energy. Why would you limit your publication to local markets? My goal is to reach as many people as possible with my games. For this purpose, I have built up a worldwide network of publishing partners over the years. But of course, it is even better if a publisher like Kosmos has its own network of international contract partners, which makes distribution much easier. That's why Kosmos was my partner of choice for *My City*.

Can you imagine developing more chapters for *My City*?

Of course we already have exciting ideas on how to proceed. But they won't be revealed yet!

QUESTIONS ABOUT REINER KNIZIA:

What fascinates you about board games?

For me, board games are the door to other people. Good games offer me a stage to spend a pleasant, stimulating time with other people.

How did you become a game author?

I've actually played board games for as long as I can remember. I made my first games at the age of ten. When I was teaching and doing research at the university, and when I was working in banking and IT, gaming was always with me. Eventually, I took the plunge to become a full-time game designer and never looked back. I live my dream.

Are you still playing for fun? If so, what are your favorite games?

Playing is always fun — well, if the prototypes don't work the way I imagined, sometimes it's frustrating. My favorite games are the ones I'm working on. After each test, the game is adjusted, and then of course I'm excited to see how the changes will work. Developing games is a long and unusual goal. If that's not fun for you, don't become a game author.

...

Reiner Knizia is one of the world's most successful and prolific game designers. More than 700 of his games and books have been published worldwide in over 50 languages with sales reaching many millions of copies. His creations have won numerous international awards — including five German Game Prizes, two German Game of the Year Awards, the German Education Game Award, four Austrian Game Awards, the Swiss Game Award, three French Grand Prix du Jouet, two Spanish Game of the Year Awards, the Italian Game of the Year Award, the Dutch Game of the Year Award, the Danish Game of the Year Award, the Swedish Game of the Year Award, three Finnish Game of the Year Awards, the Australian Game of the Year Award, and the Japan Board Game Prize.

Reiner Knizia is a master of simple game rules that create much fun and enjoyment for people of all ages.

Reiner Knizia has a Master of Science degree from Syracuse University (USA) and a PhD in Mathematics from Ulm University (Germany). After many years abroad, Reiner Knizia now lives in Munich, Germany.

MASTERS OF THE NIGHT

A HORROR CHALLENGE FOR ONE TO FIVE VAMPIRES 

MASTERS OF THE NIGHT

AGS ARTG009..... \$39.90 | Available December 2020!

Woken from a dreamless sleep by the rattling of the train, you realize you have arrived at a new place, a place destined to be either a haven or a final grave for your family. History exiled you from castles and crypts long ago. In this new century you are wanderers, endlessly searching for a new home, new servants, and fresh, fervid blood... In *Masters of the Night*, a new solo/cooperative game designed by Nikolay Aslamov, developed by Igrology and published by Ares Games, one to five players are members of a Vampire family who just arrived in a new, unfamiliar city. After a long journey they are challenged to survive and establish their rule, despite the mysterious agents of the Inquisition trying to stop them.

The vampires cast fear into people's hearts with their hunts, shape dread sigils in different city districts, and fight against the agents, all in preparation for the grand Blood Moon ritual. Time plays against them, as their enemies search for them constantly and even vampire magic may not stop them if the "veil" hiding them should drop. Players must find a compromise between using powerful blood-magic and keeping the Veil of Secrecy which protects them.

At the start of the game, vampires are weak. Their journey was long, and they did not have a chance to feed. Their choice of actions is limited — they can move, fight if necessary, and recruit new minions. They are not yet confident enough to hunt prey in the streets, are unable to summon the arcane powers of Relics, and their most powerful Blood abilities are still denied to them. Each vampire has a unique ability to use at Night, but it will drain their remaining life-force even further.



To get back to full strength, vampires need blood — and their enemies will become their best allies! When vampires defeat an agent, they can feed, recover powers, and finally become able to impose their Seals on the city, and complete the Blood Moon ritual — together with their brethren. But losing fights and using their Blood powers can make them so weak they will need rest and recovery. Time is essential: the Inquisition is after them, and their destiny is either to rule this city, or be doomed forever.



There are six playable vampires, each of them with specific abilities: the hypnotic Agnieszka, the crazy Ishtvan, the mysterious Imre, the furious Laszlo, the seductive Mila, and the otherworldly Nevena. Regardless of the number of players, two to five vampires can be used in a game. A single player can control more than one vampire — playing solo or with other friends.

Masters of the Night is played on a modular board composed of nine district tiles, each representing a part of the city of which the family of vampires is trying to establish its rule: the Railway station, the City Hall, the Museum, the Cathedral, the Asylum, the City Park, the Police Department, the Radio station, and the Night Club. Each district has a unique special effect, which the characters can activate when they are there.

As the life of a vampire is very different at day and at night, each round is divided in a day phase and a night phase, and the effects of the various districts are related to one, or both, of these phases.

Each day begins by drawing an Event card, causing new enemies to appear and creating challenges of increasing difficulty to the vampires.

During daytime, the vampires are not roaming around and rely on the help of their minions, while trying to hide from the dangerous agents hunting them. Most daytime-based district effects are based on who is controlling the area — minions, or agents. Winning or losing control of a location can have lasting effects on the game.

At night, vampires can stalk the streets, and each district with a night-time effect gives them new possibilities, such as using the Nightclub as a hunting ground, or manipulating the news at the broadcasting station.

You win by completing the Blood Moon ritual, confirming your rule of the city and sealing its fate. The ritual requires all your vampires, at full strength, gathering together with the minions, after casting their Dread Sigils on the city. You can lose if, before the ritual is completed, the veil of secrecy hiding you is broken, or if you run out of time, represented by running out of cards in the Event deck.

The vampires' fate will be sealed in mere days. There are multiple paths to defeat, and only one to victory. Do not waste time, complete the Blood Moon Ritual before it's too late...

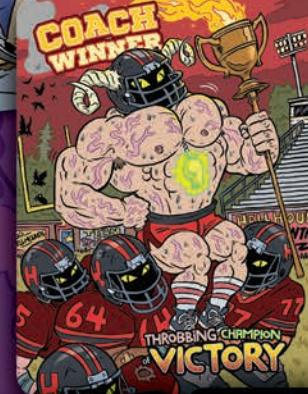
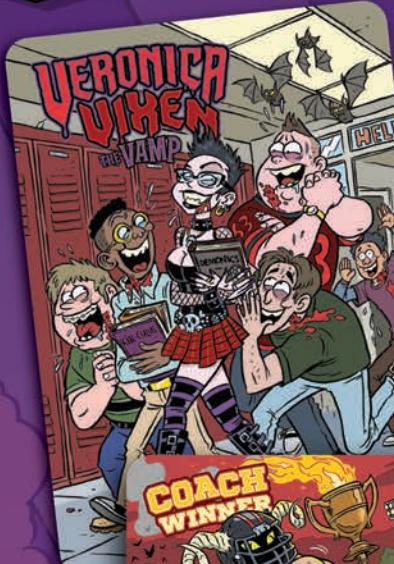
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OVER
150
CARDS

BE A CLASS PRESIDENT
OR A NERD OR A SLUTTY CHEERLEADER
OR A NERDY, SLUTTY
CLASS PRESIDENT!
IT'S UP TO YOU!

YOUR CHANCE TO
BE "COOL"
IN HIGH SCHOOL
NOT TRUE. JUST A GAME. MOVE ON.



Hell High!!! Go, You Fighting Hell Hounds!!!

WELCOME TO HELL! HELL HIGH, that is! The most horrible, evil, blood-thirstiest high school in all of creation. That's right, the Battle Wizards are going back to school, so sharpen your number 2 wands and get ready to channel the adolescent fury of groin-scorching puberty and COSMIC ELDritch RAGE into the wizard battle to end all wizard battles.

HIJINX AT HELL HIGH gives you the chance experience all the "fun" of high school, climbing the social ladder from Loser to Loner to (even worse) NERD all the way up to Slutty Cheerleader, Jock, or maybe even *gasp* CLASS PRESIDENT. That's right, you have to master the most treacherous terrain known to man: the slippery slopes of teenage Social Status!

MSRP \$30
AVAILABLE NOW!



2-6



17+



30-45 mins

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SIDEREAL CONFLUENCE

REMASTERED EDITION

SIDEREAL CONFLUENCE: REMASTERED EDITION

WZK 73051 \$69.99 |

Available Now!

In 2017, WizKids published *Sidereal Confluence: Trading and Negotiation in the Elysian Quadrant* to wide acclaim. Its nine wildly different asymmetrical factions, cooperative negotiation, and ability to trade anything, even your unique faction cards, brought something fresh and unique to gamers looking for a deep strategic and thematic experience.

Now, in 2020, WizKids is publishing an all new edition: *Sidereal Confluence: Remastered Edition*. The gameplay is exactly the same as the original, but every component has been overhauled or redesigned.

In a game of *Sidereal Confluence*, 4-9 players take the roles of one of nine entirely different alien races. You might be the ancient Faderan Conclave, making use of their special relic worlds, or the Im'Dril Nomads, a nomadic civilization of artists and explorers with special fleets to support them, but no access to colonies. You could even be the devious Zeth Anocracy, extorting and manipulating your galactic peers. The rulebook suggests the type of player that would enjoy playing as each species, as well as the difficulty levels, so you can make sure each player gets to play to their strengths from your very first game.

Each round starts with an open trading phase, in which all players can negotiate and make deals. You can trade just about anything — resources, ships, colonies, technologies, and even your race's special cards and tools. Scheming, dealing, and mutually beneficial agreements are key to success. While only one player can be the winner, it has a uniquely friendly feel, as you can't succeed without some form of cooperation and compromise. Play is also fully simultaneous, meaning there is no downtime — you're always trying to make a deal.

Once trading is complete, all players run their economies, sending resources through special converters to become more or different resources. Then the Confluence follows, where players share newly researched technologies with other races, and bid on new colonies and research teams to further grow their economies. This is one of the keys to *Sidereal's* unique feel — if you're the first to research a technology you only have that advantage for the rest of that round. After that, you have to share.

At the end of the game, the player with the most victory points, earned by researching technologies, creating points through your economy, and collecting extra resources, is the winner!

The most striking change is the all-new cover from Kwanchai Moriya. With stunning visuals and colors, it transports you right to the Elysian Quadrant, and will really stand out on your shelf.

Inside the box, everything has been upgraded to increase useability and clarity, from the text and iconography to the components themselves.

The resources have been changed to plastic, and the large resources have been increased from 10mm to 12mm. It sounds like a small change, but it makes a huge difference when looking across the table to get a sense of your opponents' resources at a glance. Effects used in the plastic also help create greater differentiation between the white, gray, and black cubes.

In the original edition, the Research and Colony bid tracks were cards that needed to be carefully arranged, and wouldn't always stay in place throughout the game. These have been replaced with punchboard tracks that are much easier to set up, use, and to keep in place. It also keeps them from getting lost among the other cards on the table.

The species boards (and Kjasjavikalimm Directorate Territory Tiles) have been upgraded to punchboard as well, making them sturdier and easier to use. The ship tokens have been made uniform, simplifying the ship bidding and trading process. Finally, there is a plastic tray to help organize your game in the box.

Of course it's not just the components — the entire graphic design has been updated.

The cards have a completely new look, allowing the central converter to stand out clearly. The iconography also matches the relative sizes of the components, helping you run them faster and more smoothly.

The rulebook has been overhauled to match the new design and to spread out the text for increased readability. It also has expanded examples to help players understand different game situations.

For example, the setup diagram is now a full two-page spread, providing a vital tool to getting started in a game with many distinct components. The Teaching Guide also returns, updated and improved so new players can dive right in.

With its exciting new look, and well-regarded gameplay, *Sidereal Confluence: Remastered Edition* will have you counting down the days until your next visit to the Elysian Quadrant!

•••



GAMES

ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



GAME TRADE MAGAZINE #250

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 250 \$3.99

ART FROM PREVIOUS ISSUE

ANKAMA

DREAM RUNNERS

Your dreams are becoming weird. Strange creatures and even other people begin to appear in them! Be quick to study your dreams and clever to repulse the nightmares creeping in. Will you achieve to preserve the serenity of your nights? Scheduled to ship in September 2020.

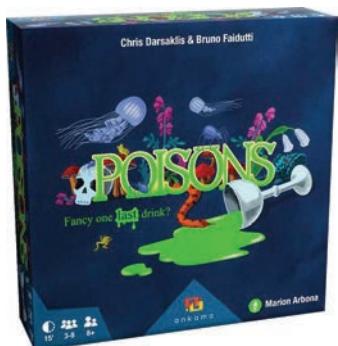
LUM ANK260 \$34.99



POISONS

You play characters with a Burtonesque flair who brighten and frighten a gala where every guest has a reason to poison the others - to prove THEIR poison is the most insidious! That's right: Everyone here has an ulterior motive! So when it comes time to drink a toast, think carefully - has someone tried to poison you or not? Poisons is sure to instill a love of games in all those who dare give it a whirl. After your first sip, you'll be coming back for more. Scheduled to ship in September 2020.

LUM ANKPOI01 \$24.99

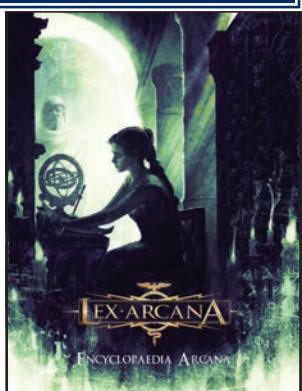


ARES GAMES

LEX ARCANA RPG:
ENCYCLOPEDIA ARCANAE

Encyclopaedia Arcana is the definitive Lex Arcana setting compendium, with innumerable ideas for players, giving them detailed descriptions of the 20 Provinces of the Empire and communication routes connecting them. In this book, you will find information about the structure of Imperial organization, bureaucracy, and legions, including the Cohors Auxiliaria Arcana. Players will find a wealth of details about the Roman culture, economy, and society, from banquets to smuggling, not to mention many exhaustive and detailed entries on 'Medicamenta,' used during this historical period. Scheduled to ship in October 2020.

AGS LEX004 \$45.00

LEX ARCANA RPG:
MYSTERIES OF THE EMPIRE I

Mysteries of the Empire I is a collection of short adventures of Lex Arcana - An Empire Without End. This adventure book offers a wide range of dangerous challenges, epic deeds and world-shaking missions, suitable to be played as individual playing sessions, or included as episodes in a larger campaign. From the western beaches of Hispania to the eastern borders of Thracia, the Custodes will travel the length and breadth of the Empire. Scheduled to ship in October 2020.

AGS LEX005 \$35.00

THE ARMY PAINTER

SPOTLIGHT ON

DUNGEONS & DRAGONS
NOLZUR'S MARVELOUS
PIGMENTS: UNDEAD PAINT SET

Nothing brings a D&D world to life more than the creatures that inhabit it and playing with painted miniatures, from mighty heroes to foul monster encounters, the adventure comes to life in front of you. The Dungeons & Dragons Undead Paint Set includes 10 highquality colours, toned specifically to match all the undead creatures you might imagine. Warpaints are a highquality acrylic paint range specifically designed to paint detailed miniatures. The paint has a creamy consistency and is extremely rich in pigment, 100% non-toxic, and always delivers a perfect matte finish. Recommended to use in conjunction with D&D Adventurers Paint Set. INCLUDED FREE - an exclusive Acererak miniature. Releases Q4 2020 Scheduled to ship in November 2020.

TAP 75005 \$24.99

WARPAINTS: ZOMBIEDIE
2ND EDITION PAINT SET

Nobody quite knows where it started, but the dead have started walking again, and theyre hungry for human flesh. Bring your undead experience to life and enhance your gaming experience playing Zombicide: 2nd Edition when you play with painted miniatures. The included 20 paints will help get you started with everything you need to paint your Survivors and Zombie abominations as well as a brush that's ready for action. INCLUDED FREE - a special Phil, the cop miniature and ID Card! With everything included, this is the perfect way to kick off your 2nd Edition adventure! Scheduled to ship in November 2020.

TAP WP8042 \$59.99

BACKSPINDLE GAMES



CODINCA

Can you unlock the secrets of Codinca? Codinca is a quire-fire strategy game that can be set-up quickly and played anywhere. With each player controlling 4 of the 16 engraved tiles, they move and flip the tiles around the grid to complete 4 key patterns needed to unlock the lost Incan temple and win the game. Scheduled to ship in August 2020.

BSG 201601 \$19.95



DANCE OF THE FIREFLIES

A sneaky set collecting game for green thumbed gamers who aren't afraid to get their hands dirty. The prized position of Head Gardener is up for grabs. Join a team of green-fingered trainees as you compete to create the most beautiful flower beds in the garden. Outbid your opponents to get the flowers you need but beware of those weeds. A good gardener can always tell when a flower is about to bloom, so keep an eye on that sundial and use your fireflies wisely. Scheduled to ship in August 2020.

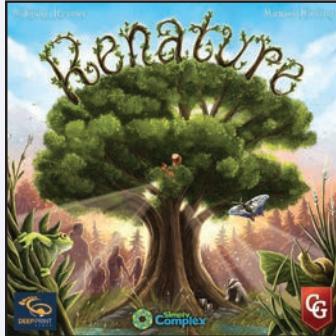
BSG 1701 \$24.99

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

GAMES

CAPSTONE GAMES

SPOTLIGHT ON



RENATURE

Help nature reclaim what is hers by restoring a polluted valley to its pristine state. Place your animal dominoes along the course of a brook and replant the surrounding land to score points. But when is the best moment to plant each of your various plants? And where are the best spots to do so? These are the questions you must answer to win. From the legendary design duo of Wolfgang Kramer and Michael Kiesling comes a game of simple rules coupled with a multitude of exciting decisions and tactical possibilities. With stunning components and a beautiful theme, *Renature* is perfect for casual and advanced players alike.

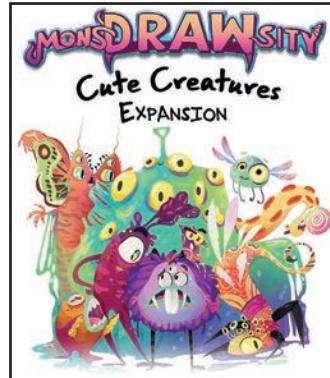
CSG SC2150.....\$49.95

DEEP WATER GAMES

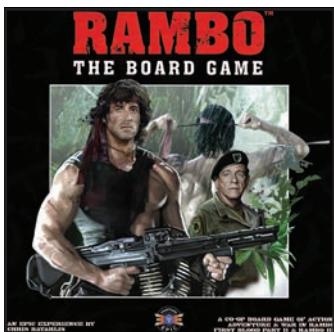
MONSDRAWsity: CUTE CREATURES EXPANSION

More monsters have been spotted! The cute expansion is the first in our line of thematic expansions for *MonsDRAWsity* that will add more cards to keep the game fresh! Scheduled to ship in November 2020.

DPW MDSXCUT0995.....\$9.95



EVERYTHING EPIC GAMES



RAMBO - THE BOARD GAME

A fully cooperative 1-4 player game where you play through *Rambo First Blood* Part 2 and *Rambo 3*, two campaigns in one box! Replay your favorite scenes from the movie or forge your own path in tactical and strategic missions using a dice-less combat system. Relive the action thrill ride from the 80's!

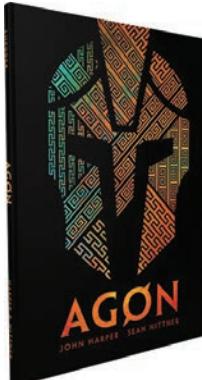
EEG RAMBO-CORE.....\$100.00



RAMBO - THE BOARD GAME: FIRST BLOOD

A solo narrative game experience. A highly thematic, story-filled tactical game where the fate of Rambo is in your hands. You become Rambo and make all the choices affecting the outcome of your favorite 80's action movie - *First Blood*!

EEG RAMBO-FB.....\$50.00



EVIL HAT PRODUCTIONS

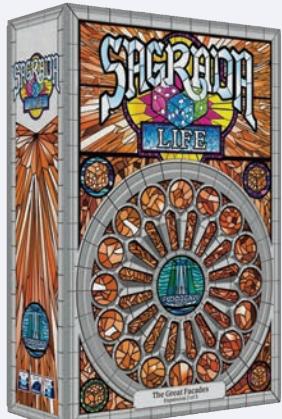
AGON RPG HC

Agon is a stand-alone RPG about a band of heroic rivals taming the mythical islands of an epic odyssey. Scheduled to ship in October 2020.

EHP 0054.....\$25.00

FLOODGATE GAMES

SPOTLIGHT ON

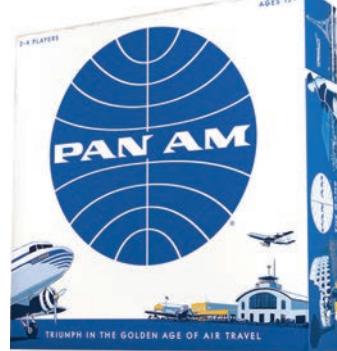


SAGRADA: LIFE EXPANSION

Return to the famous Sagrada Família cathedral in *Sagrada: Life*, the second of the three Great Facades expansions. This modular expansion explores the journey of life through hardships and helpers: add everything inside or handpick modules to enhance your crafting experience. *Sagrada: Life* introduces new challenges to test your artisanal skills. Gain helpful abilities through apprentice cards, draft masterwork dice to gain prestige for tackling tricky new restrictions, and reap the rewards of rising to the challenge of toil public objectives. Will your stained glass window be a true masterpiece?

FGG SA04\$19.95

FUNKO



PAN AM

Pan American World Airways ruled the skies and made travel more accessible without sacrificing glamour. Players take control of their own fledgling airlines and compete with Pan Am and others to build a business empire. Outbid rivals for lucrative landing rights in exotic locales, buy planes with longer range to reach the far corners of the world, and use insider connections to advance your interests. As you bump up against the ever-growing Pan Am, you can sell your routes to the company to turn a tidy profit. It's a game of global strategy that spans four decades of industry-changing historic events and technological developments, in which every timeline is different. Scheduled to ship in October 2020.

FNK 48719\$34.99

GALE FORCE NINE



ALIENS BOARD GAME: 3D GAMING SET EXPANSION

Contains: facehuggers x2, eggs x8, crates x16, computers x6, and sentry guns x2. Scheduled to ship in October 2020.

GF9 ALIENS04\$20.00



WORLD OF TANKS: MINIATURES GAME - GARAGE

Transport and store your tanks in style with the *World of Tanks Garage* (carry case). The carry case fits 14 tanks in two foam trays as well as all of your cards and terrain. Scheduled to ship in December 2020.

GF9 WOT19\$30.00



WORLD OF TANKS: MINIATURES GAME - PAINT SET

Pimp out your tanks with the *World of Tanks* paint set. This set contains 4 national paint colors (8 color set), a wash for adding depth to your paint job, and enough colors to paint details on your tanks like tools and tracks. Scheduled to ship in December 2020.

GF9 WOT34\$30.00



WORLD OF TANKS: MINIATURES GAME - TANK ACE DICE AND DECAL PACK

Customize your tanks with our national dice and decal packs. All of these decals can be found in the online game, so you can customize your tanks to match your online tanks! The national dice come in the same color as your tanks and replace the Critical Hit symbol with your national symbol, while the Tank Ace set adds more starter set dice, for when 6 attack dice just aren't enough. Scheduled to ship in December 2020.

GF9 WOT33 \$6.00

HAMMERDOG GAMES



THE GRANDE TEMPLE OF JING (5E/PATHFINDER)

Explore 60 dungeon levels in this megadungeon classic, now playable with 5th Edition and Pathfinder. The grande temple is a megadungeon and a metadungeon that can be played on its own, or woven into an ongoing campaign. Each level is modular and has its own unique theme and challenges. It has everything from tactical battles with orcs, to levels that are entirely made of puzzles, to levels riddled with wondrous magic. It has an ecosystem and 11 storylines that break the megadungeon mold. The book is rounded out with modular quests, optional rules, new monsters, magic items, fiction, NPCs, blank maps, and more.

HDG 7100 \$59.95

GATEKEEPER GAMES

HALFSIES DICE - UPGRADED CASE

(7 POLYHEDRAL DICE SET)

Scheduled to ship in December 2020.



ROSE
GKG H512 \$13.95



SPIDER
GKG H531 \$13.95

HURRICAN



VIA MAGICA

Via Magica is inspired by bingo games, but instead of crossing out randomly drawn numbers, you open portals by crystallizing Animus spirits. Some Animus are harder to catch than others... However, you will need more than luck to win, as the capture Animus spirits may not always be the ones you want! Be opportunistic and think tactically when placing your crystals, choosing portals and deciding which ones to open first. Via Magica is simple, clever and fun, making it a sure-fire hit with children and parents alike. Scheduled to ship in October 2020.

LUM HUR700702 \$24.99

GREATER THAN GAMES



SPIRIT ISLAND: PREMIUM TOKEN PACK

A set of 218 custom wooden silkscreened tokens including Energy, Fear, Beasts, Wilds, Disease, Strife, and even the new Badlands tokens! This set of tokens comes packaged in a full-color box roughly the size of the Branch & Claw expansion. This set includes: 36 1-energy tokens, 18 3-energy tokens, 30 fear tokens, 35 beast tokens, 30 disease tokens, 22 strife tokens, 22 wilds tokens (from Branch & Claw), 25 badlands tokens (from Jagged Earth). Scheduled to ship in September 2020.

GTG SISL-TOK1 \$49.95

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Game play
30-50
minutes

Ages
8+
2-6
players

IDW GAMES



BATMAN THE ANIMATED SERIES: ROGUES GALLERY

Defeat the Batman to rule the city! Gotham City's coffers are ripe for the robbing, but one thing stands in the way of the city's supervillains – the reviled Batman. It's time someone finally took out that nuisance! Choose your favorite villain, then go on crime sprees, steal powerful upgrades, recruit nefarious accomplices, and race to complete your master plan and be the first to defeat the World's Greatest Detective!

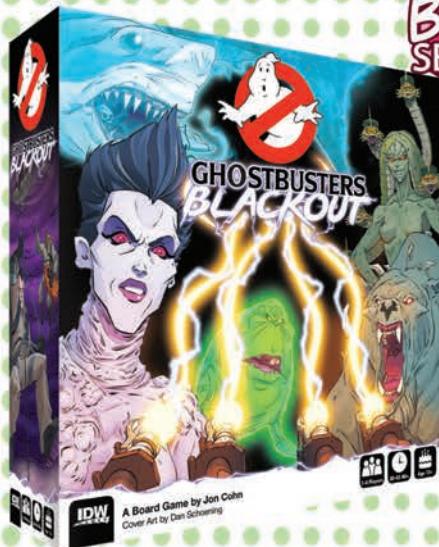


IDW 01658.....\$34.99

DESIGNER: SEN-FOONG LIM & JESSEY WRIGHT

ARTIST: CHRIS FENOGLIO, JACK LAWRENCE, DARIO BRIZUELA, MARCELO FERREIRA & TABLETAFFY

AVAILABLE NOW!



GAM

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WWW.IDWGAMES.COM



BATMAN THE ANIMATED SERIES— GOTHAM CITY UNDER SIEGE

Batman: The Animated Series—Gotham City Under Siege has you and up to 4 of your friends playing as Batman and his trusted allies. In each round you'll face off against a set of story cards all inspired by the first season of *Batman: The Animated Series* and roll a pool of dice to complete actions. You'll need to balance between cleaning up the streets of Gotham City and completing story missions in order to protect the city. Let too many civilians fall or buildings be destroyed, and there will be nothing left for Batman to protect!

- Patrol the city streets or prepare to attack from the rooftops of the 3D city.
- Play cards and spend dice to use heroic combat abilities or solve mysteries.
- Defeat deadly story cards, clear the streets of henchmen, and defeat the villainous bosses!
- Features 5 highly detailed miniatures.



IDW 01537.....\$49.99

DESIGNER: RICHARD LAUNIUS & MICHAEL GUIGLIANO

ARTIST: MATT FERGUSON & TABLETAFFY

AVAILABLE NOW!

HOSTBUSTERS: BLACKOUT

Suffering from a city-wide blackout and an onslaught of ghost, it's up to the Ghostbusters to quell the chaos and bust those ghosts! Fully cooperative, players allocate dice to bust ghosts, buy upgrades, and move around the city in a game that will have players wishing for just one more die!

- The Ghostbusters are out to bust familiar faces and foes after a city-wide blackout allows all the ghosts in their containment unit to escape!
- A terrifyingly tough threat management game, players travel all over New York City to bust baddies and keep the mass hysteria to a minimum.



IDW 01678.....\$39.99

AVAILABLE NOW!

DESIGNER: JON COHN
ARTIST: DAN SCHOENING



MUNCHKIN TEENAGE MUTANT NINJA TURTLES DELUXE

Teenage Mutant Ninja Turtles blends the humor and gameplay of Munchkin with the enemies and "team-up" themes of the iconic Teenage Mutant Ninja Turtles comics.

- Officially licensed game based on the fan favorite comic book series and Munchkin card game!
- A must-play for any Munchkin fan, Munchkin TMNT puts a radical spin on the classic Munchkin rules.
- Includes a mounted level tracker and 6 standees featuring artwork by TMNT co-creator Kevin Eastman!



IDW 01575.....\$29.95

DESIGNER: STEVE JACKSON GAMES AND JON COHN
ARTIST: KEVIN EASTMAN AND TADD GALUSHA

AVAILABLE NOW!

TONARI

The small island of Kuchinoshima has been hit by a terrible storm, leaving the village with only a single fishing boat. Each hoping to prove themselves the village's best fisherman, 2-4 players take turns moving the boat marker around the island, collecting any fish tiles they land upon. At the end of the day, the player with the best haul wins, but there's a twist – each player's score is added to their left neighbor's score before determining the winner!



IDW 01656.....\$29.99

AVAILABLE NOW!

DESIGNER: ALEX RANDOLPH AND BRUNO FAIDUTTI
ARTIST: KWANCHAI MORIYA



TEENAGE MUTANT NINJA TURTLES: NINJA PIZZA PARTY

Hey Dudes and Dudettes! The Ninja Turtles are having a totally radical pizza party, and you're the chefs of honor! You'll need to make the most extreme pizzas on the planet to shell-shock your customers with your outrageous creations! Work quickly though, because as you're slamming down slices, so are your friends, and the first chef to earn 15 points by making the best pizzas wins!

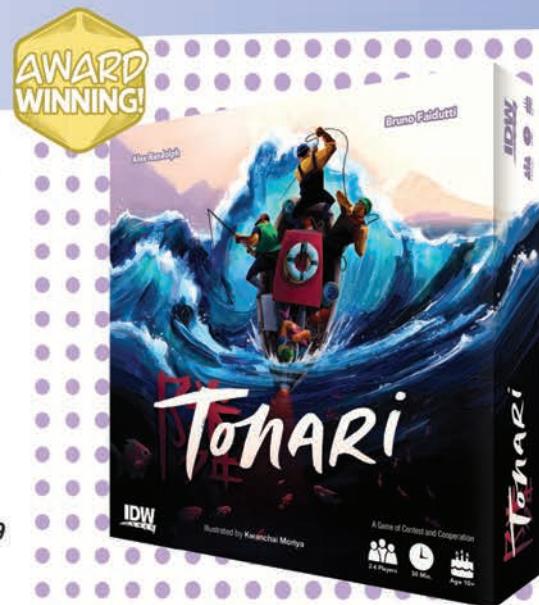
- A fast-paced pizza building game featuring your favorite turtle toppings!
- Game design from Prospero Hall (*Harry Potter: Hogwarts Battle*).
- Packaged in a collectible tin box!



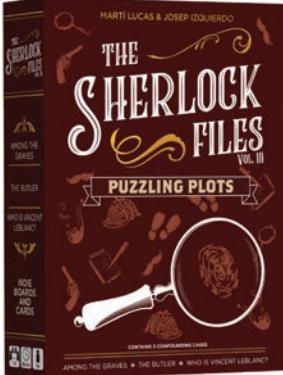
IDW 01660.....\$19.99

DESIGNER: PROSPERO HALL

AVAILABLE NOW!



INDIE BOARDS & CARD



SHERLOCK FILES: VOL. III - PUZZLING PLOTS

The *Sherlock Files: Puzzling Plots* includes three new confounding cases for you to solve. First, you will track down a man who vanished during his shift at the cemetery. Next, you will pursue the truth of what happened to a fabulously rich butler. Finally, you will hunt down the man behind the wheel of a suspicious hit-and-run. Decipher clues to determine which are relevant to the case and which are not. Share what you deem relevant with your detective partners. Work together to solve each case and find out!

IBC SFPP01 \$25.00

MONSTER FIGHT CLUB

CYBERPUNK RED RPG

Scheduled to ship in August 2020.

SPOTLIGHT ON



EDGERUNNERS C - ROCKER, NETRUNNER, AND MEDIA

MFC 33003 \$20.00

SPOTLIGHT ON

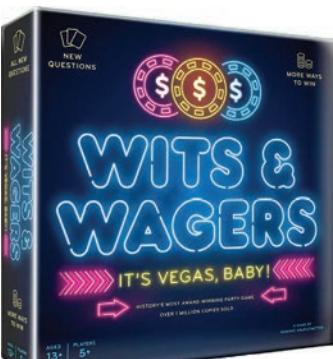


EDGERUNNERS D - SOLO, NOMAD, AND MEDIA

MFC 33004 \$20.00

NORTH STAR GAMES

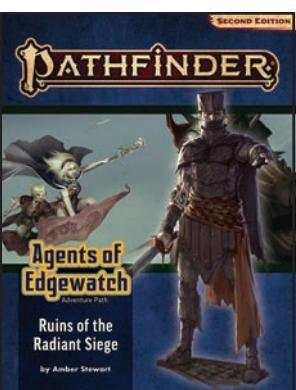
PAIZO PUBLISHING



WITS & WAGERS: IT'S VEGAS BABY (STAND ALONE)

Wits & Wagers: It's Vegas Baby brings the excitement of Vegas into your home! It's like a trivia game, but you don't need to know the answers to win! That's the fun! With all new questions, anyone can win by betting on other players' guesses. Take chances, press your luck, and become a Vegas high roller! Scheduled to ship in August 2020.

NSG 130 \$29.99

PATHFINDER RPG:
ADVENTURE PATH - AGENTS
OF EDGEWATCH PART 6 - RUINS
OF THE RADIANT SIEGE (P2)

The *Agents of Edgewatch Adventure Path* reaches its exciting climax! Only one member of the fiendish Twilight Four remains, but having completed her pact with the murderous god Norgorber, the already powerful politician has risen to new heights as she is imbued with both a spark of divinity and the authority of Absalom's crown. Scheduled to ship in December 2020.

PZO 90162 \$24.99

KONAMI DIGITAL ENTERTAINMENT

SPOTLIGHT ON



YU-GI-OH! TCG: GENESIS IMPACT BOOSTER DISPLAY (24)

Master three brand-new Deck strategies while keeping your eyes peeled for Collectors Rares in December's new 60-card booster set, *Genesis Impact!* Aleister, Verre, Endymion you know their names, but how well do you really know them? *Genesis Impact* delves deep into the secret history of some of Dueling's most famous Spellcasters! To get the full story you'll need to manage Fusion, Synchro, Xyz, and Link Summoning, all in the same Deck. *Genesis Impact* follows the same rarity distribution and cards-per-pack contents as *Toon Chaos*, so be on the lookout for 15 new Collectors Rares! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 85154 \$95.76

METALLIC DICE GAMES

16MM ETERNAL RESIN POLYHEDRAL DICE SETS (7)



BLUE/BLACK
MET 632 \$13.99



PURPLE/BLUE
MET 633 \$13.99



FIRE
MET 631 \$13.99



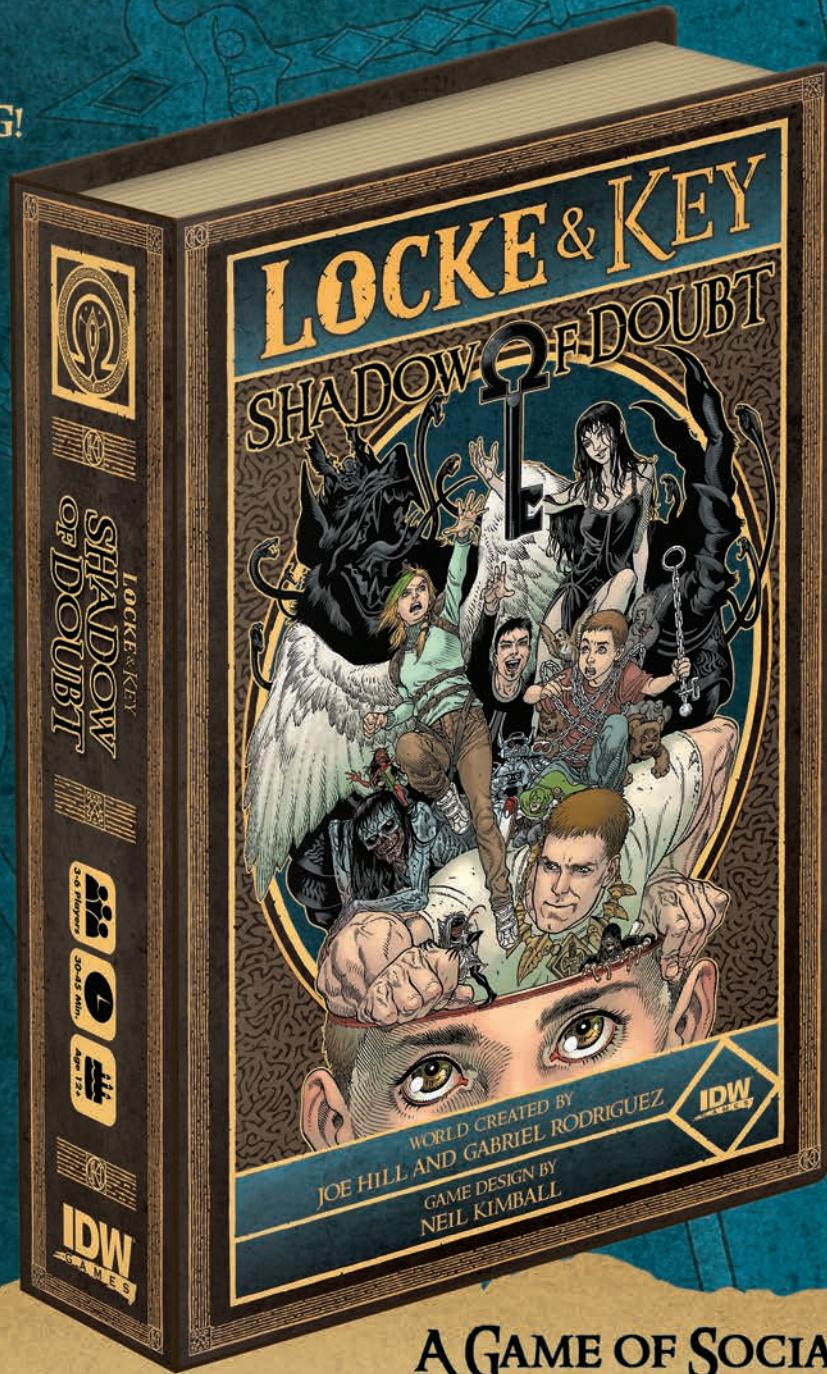
TEAL/BLACK
MET 634 \$13.99

16MM RESIN POLYHEDRAL DICE SET (7)



SEA CONCH
MET 603 \$13.99

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LOCKE & KEY SHADOW OF DOUBT

A GAME OF SOCIAL DEDUCTION

Based on IDW's best-selling graphic novels created by Joe Hill and Gabe Rodriguez, as well as the hit Netflix series, *Locke & Key: Shadow of Doubt* invites 3-6 players to unlock the mysteries of Keyhouse. In *Locke & Key: Shadow of Doubt*, players will go on adventures, using the magical keys to unlock new locations and activate special abilities, all while trying to determine who among them may actually be a demon. Playing in 45 minutes and perfectly pairing the suspense of the comic series with hidden traitor gameplay, *Locke & Key: Shadow of Doubt* is an excellent light-weight game for fans of the comic, experienced gamers, and everyone who's excited for the Netflix series.

Locke & Key Created by Joe Hill & Gabriel Rodriguez
Artwork by Gabriel Rodriguez
Colors by Jay Fotos
Game design by Neil Kimball

IDW
GAMES
idwgames.com



3-6 Players



30-45 Min.



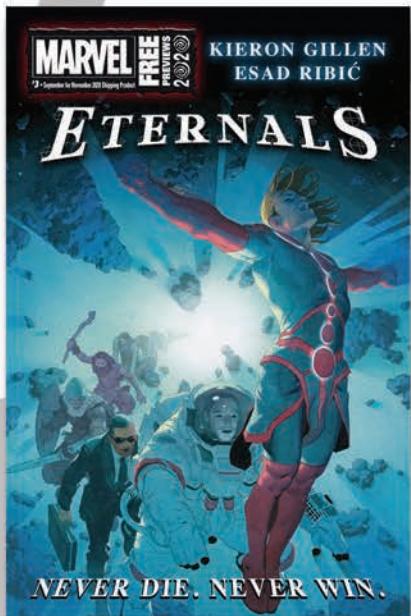
Age 12+

AVAILABLE NOW

Locke & Key script © 2020 Joe Hill; art © 2020 Idea and Design Works, LLC. All Rights Reserved.

**DON'T MISS
THIS MONTH'S
MARVEL
PREVIEWS
CATALOG
FOR A COMPLETE
LISTING OF
NOVEMBER
MARVEL COMICS
AND TRADES!**

MARVEL FREE PREVIEWS



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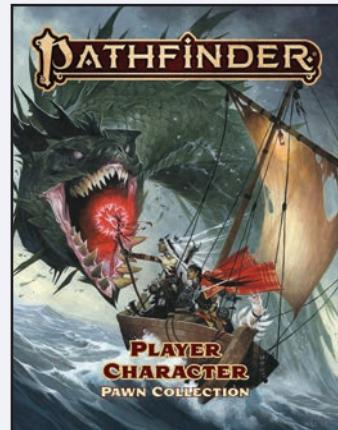
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PATHFINDER

PATHFINDER RPG: FLIP-MAT CLASSICS - CITY GATES

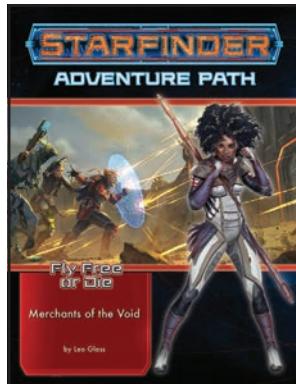
Trouble seems drawn to the city gates, be it an unexpected confrontation with suspicious city guards, a call to defend a settlement from attacking monsters, or a clandestine encounter with shifty smugglers gone sour, but no Game Master wants to put the action on pause to draw every wall and every gate. Fortunately, you don't have to! This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set pieces for the busy Game Master. Each Flip-Mat measures 24' x 30' unfolded, and 8' x 10' folded. Scheduled to ship in December 2020. PZO 31032 \$14.99

SPOTLIGHT ON



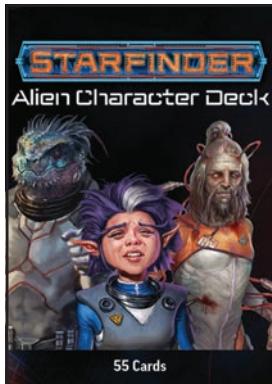
PATHFINDER RPG: PAWNS - PLAYER CHARACTER PAWN COLLECTION (P2)

Show off your character with the *Player Character Pawn Collection*, featuring more than 200 pawns for use with *Pathfinder Second Edition* or any tabletop fantasy RPG! Printed on sturdy cardstock, each pawn presents a beautiful full-color image to represent a wide variety of player characters! Each cardstock pawn slots into a size-appropriate plastic base from any of the *Bestiary Box* collections or the *Pathfinder Pawns Base Assortment*, making the pawns easy to mix with traditional metal or plastic miniatures. Scheduled to ship in December 2020. PZO 1041 \$24.99



STARFINDER RPG: ADVENTURE PATH - FLY FREE OR DIE PART 2 - MERCHANTS OF THE VOID

The crew of the Oliphant have earned the freedom to go where they please, but they've still got bills to pay and old enemies hot on their tail! The *Fly Free or Die* Adventure Path continues, as the player characters travel to the Veskarium, an interplanetary empire ruled by the militant and lizard-like Veskar, where the crew must become smugglers and bounty hunters, capturing illegal resources in the turbulent storms of a gas giant! Scheduled to ship in December 2020. PZO 7235 \$22.99



STARFINDER RPG: ALIEN CHARACTER DECK

Put the diverse species of the galaxy at your fingertips with *Starfinder Alien Character Cards*! Whether you're a player who wants an easy reminder of your characters' racial traits or a Game Master looking to quickly populate a cantina on a distant world with strange science-fiction aliens, this deck of 55 double-sided cards features beautiful, full-color art and PC-focused rules references for more than 50 playable species, including five new species never before seen in *Starfinder*. Scheduled to ship in December 2020. PZO 7420 \$14.99



STARFINDER RPG: FLIP-TILES - CITY HAZARDS EXPANSION

No city is truly safe! Next time your players are enjoying the safety and security of urban life, you'll be ready to surprise them with unsuspected threats just around the corner. *Starfinder Flip-Tiles: City Hazards Expansion* Set provides beautifully illustrated 6' x 6' map tiles that can transform your city into a perilous landscape of fires, floods, and orbital bombardments! Inside, you'll find 24 richly crafted, double-sided map tiles. Scheduled to ship in December 2020. PZO 7504 \$19.99

WONDER WOMAN™

CHALLENGE OF THE AMAZONS



THIS IS OUR HOME.
WE WILL NOT SUBMIT!



INCLUDES FIVE AMAZON FIGURES!



The Amazons, a powerful tribe of warriors, have lived in peace for centuries on the tranquil island of Themyscira. That peace is shattered when their enemies invade. Now it's up to you to defend your home from Ares, The Cheetah, or Circe. In this cooperative game, you'll strategize together, face your foes on the battlefield, and rise to meet the challenge of the Amazons!

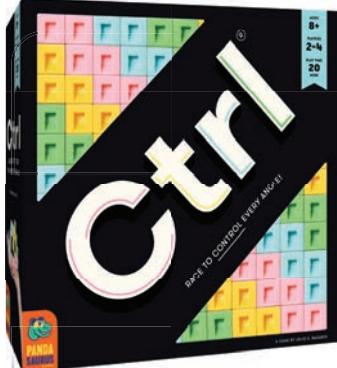


WONDER WOMAN and all related characters and elements
© & ™ DC Comics. WB SHIELD: © & ™ WBEI. (S20)

DEFEND THEMYSCIRA FROM ARES, THE CHEETAH, OR CIRCE!

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Ravensburger



CTRL



- A great fit for the whole family.
- 3D area-control!
- Cover your friends' cubes before they cover yours

NOW AVAILABLE!



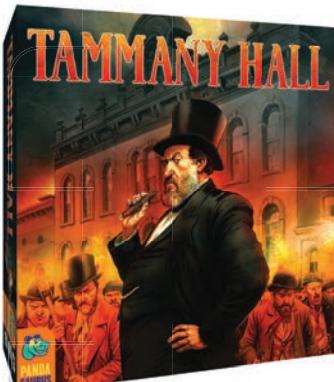
PAN202007 \$24.95

NOW ONLY
\$59.95

DINOSAUR ISLAND



PAN201703 \$59.95



TAMMANY HALL

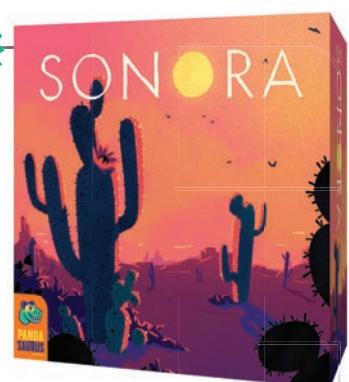


- The best seller is back!
- Fun negotiation game.
- Great player interaction!
- Top 400 strategy game on Board Game Geek.

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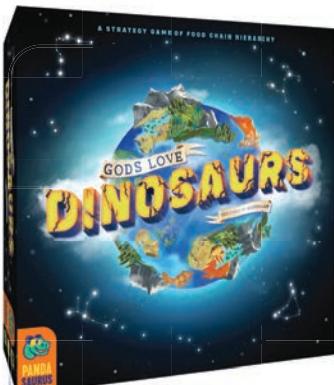
PAN202012 \$49.95



SONORA



PAN202005 \$29.95



GODS LOVE DINOSAURS

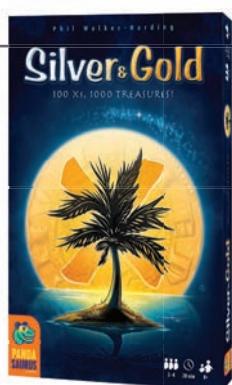


- From the designer of Magic Maze.
- Fun domino-like tile-laying.
- Control a food-chain from top to bottom!

NOW AVAILABLE!



PAN202016 \$39.95

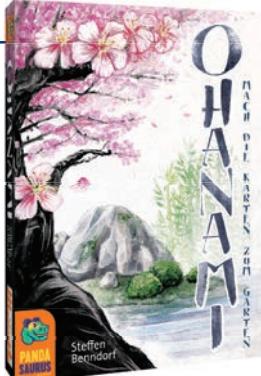


SILVER & GOLD



PAN201910 \$19.95





OHANAMI



- Unique drafting set collection game!
- A new-classic card game!
- A best seller in Germany and France!

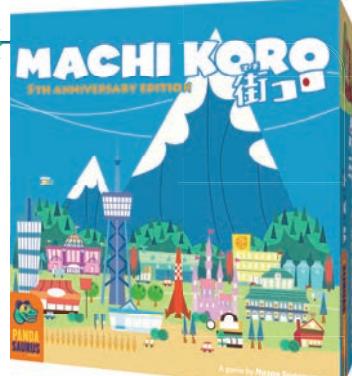
NOW AVAILABLE!



PAN202013 \$14.95



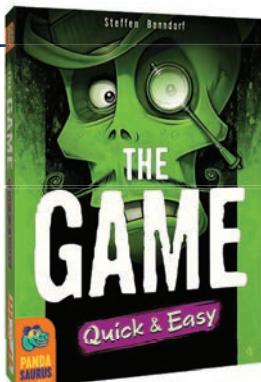
MACHI KORO 5TH ANNIV. EDITION



- Global smash hit — over one million sold.
- Build your own city, collect money when dice roll.
- Spiel des Jahres nominee.



PAN201821 \$29.95



THE GAME: QUICK & EASY



- Standalone follow up to the best seller!
- Easier to teach, new unique gameplay.
- Fun new family-friendly art!

NOW AVAILABLE!



PAN202014 \$14.95



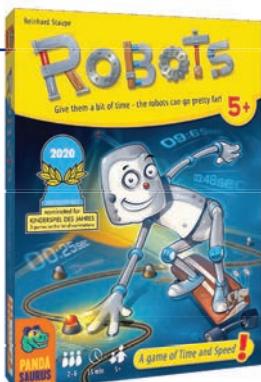
THE GAME



- Global sensation — 1.3 million units sold!
- This highly addictive card game pits players against The Game itself.
- Multi award-winner and Spiel des Jahres nominee.



PAN201820 \$12.95



ROBOTS



- Kinderspiel des Jahres nominee!
- A best-seller in Germany!
- Fun family-friendly cooperative play!

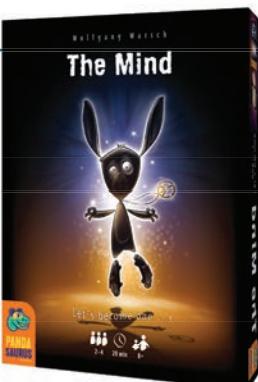
NOW AVAILABLE!



PAN202017 \$14.95



THE MIND



- Explosive hit card game — 1.3 million units sold.
- Meld minds to play cards in order without talking.
- Multi award-winning title and Spiel des Jahres nominee.



PAN201809 \$12.95

POKÉMON USA



POKÉMON TCG: CHAMPION'S PATH COLLECTION - DUBWOOL V

All that deep, warm wool protects Dubwool V from attacks but your opponent won't be safe anywhere! In battle, Dubwool V is relentless and persistent, and not at all a typical fluffy Pokémon. This collection brings the soft and fierce sides of Dubwool V together in both playable and display sizes, together with treasures from the special *Champions Path* expansion.

PUI 29080773 PI



POKÉMON TCG: CHAMPION'S PATH PIN COLLECTION - TURFIELD, HULBURY, AND MOTOSTOKE GYMS (DISPLAY 6)

Many Trainers in the Galar region undertake the Gym Challenge, facing off against exceptional Gym Leaders in stadiums packed with cheering fans. Explore the first three stops along the way: Milo's Turffield Gym, Nessa's Hulbury Gym, and Kabu's Motostoke Gym. Earn your Gym badge, add the Gym Leaders' partner Pokémon to your own team, and find more surprises in *Pokémon TCG: Champions Path* booster packs! Start your journey and defeat your rivals! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 29080484 PI

POKÉMON TCG: CHAMPION'S PATH SPECIAL PIN COLLECTION - STOW-ON-SIDE AND CIRCHESTER GYMS

When you visit the Stow-on-Side Gym, you might step into one of two completely different Gyms, each with a different challenge, a different Pokémon type focus, and even a different Gym Leader and the same goes for the Circhester Gym! In each of these pin collections, you'll find two collectors pins featuring both of that Gym's logos, foil cards featuring the partner Pokémon of both Gym Leaders, and 5 booster packs from the special *Champions Path* expansion. Continue your journey and defeat your rivals!

PUI 29080741 PI

SPOTLIGHT ON



POKÉMON TCG: CHAMPION'S PATH ELITE TRAINER BOX

Take the first step to defeating all rivals and proving your worth! Trainers like Bede and Marnie will challenge you throughout your journey in the Galar region, and wild new Pokémon power your strategies to take on mighty Gym Leaders in stadiums packed with cheering fans. Discover Venusaur, Lucario, and Incineroar as new Pokémon Vplus Gigantamax Pokémon like Drednaw VMAX and Alcremie VMAX! Show your skill and mastery with the *Pokémon TCG: Champions Path* expansion!

PUI 29080545 PI



POKÉMON TCG: CHAMPION'S PATH PIN COLLECTION - BALLOONLEA, SPIKEMUTH, AND HAMMERLOCKE GYMS (DISPLAY 6)

Many Trainers in the Galar region undertake the Gym Challenge, facing off against exceptional Gym Leaders in stadiums packed with cheering fans. Explore three challenging stops along the way: Opal's Ballonlea Gym, Piers's Spikemuth Gym, and Raihan's Hammerlocke Gym. Earn your Gym badge, add the Gym Leaders' partner Pokémon to your own team, and find more surprises in *Pokémon TCG: Champions Path* booster packs! Start your journey and defeat your rivals! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 29080775 PI



POKÉMON TCG: GALARIAN SIRFETCH'D V BOX

Ride forth on a journey of honor and bravery with the bold Galarian Sirfetch'd V! Its skill at wielding the mighty leek and its chivalrous character make it a paragon of power! In this box, you'll find that honest strength of Galarian Sirfetch'd V in both playable and display sizes, together with treasures from *Pokémon TCG* booster packs.

PUI 29080737 PI

HORDES
Scheduled to ship in November 2020.



TROLLBLOOD BRIGADIER GENERAL GUNNBJORN WARLOCK (WHITE METAL)

PIP 71122 \$19.99



TROLLBLOOD TROLLKIN BARRAGE TEAM UNIT (WHITE METAL)

PIP 71123 \$26.99

MONSTERPOCALYPSE

Scheduled to ship in October 2020.



BUILDING RECLAMATION FACILITY (RESIN/METAL)

PIP 51110 PI



ZERKALO BLOC KOMKOR 001 MONSTER (RESIN/METAL)

PIP 51109 PI

MONSTERPOCALYPSE

Scheduled to ship in November 2020.



ZERKALO BLOC SPAR AND VOROTA WALKER UNIT (WHITE METAL)

PIP 51112 PI

PRIVATEER PRESS

HORDES

Scheduled to ship in October 2020.



LEGION OF EVERBLIGHT VIRTUE CHAMPION SOLO (METAL)

PIP 73118 \$17.99



LEGION OF EVERBLIGHT VIRTUE HOST (METAL)

PIP 73119 \$24.99

POKÉMON TCG: CHAMPION'S PATH - HATTERENE V

When you find Hatterene in the Galar region, you won't hear much but this Pokémon's silence speaks louder than most! With its perplexing moves and awesome Psychic-type powers, Hatterene V leaves foes weak and confused, then glides away on its own mysterious errands. Get Hatterene V as a playable full promo card and a fantastic oversize card, and find more surprises in *Pokémon TCG: Champions Path* booster packs!

PUI 29080774 PI



**ZERKALO BLOC ZAVOD 075
MONSTER (RESIN/METAL)**
PIP 51111 PI



**MARCHER WORLDS STRIKE
RAPTOR A HEAVY WARJACK
(RESIN/METAL)**
PIP 82007 \$39.99

WARCASTER

Scheduled to ship in October 2020.



**AETERNUS CONTINUUM
NEMESIS A HEAVY WARJACK
(RESIN/METAL)**
PIP 84007 \$39.99



**MARCHER WORLDS
STRIKE RAPTOR A
WEAPON PACK (METAL)**
PIP 82016 \$11.99

WARCASTER

Scheduled to ship in November 2020.



**AETERNUS CONTINUUM
VASSAL WITCH HUNTERS
SQUAD (WHITE METAL)**
PIP 84008 \$24.99



**AETERNUS CONTINUUM NEMESIS
A WEAPON PACK (METAL)**
PIP 84015 \$11.99



**IRON STAR ALLIANCE
MORNINGSTAR A HEAVY
WARJACK (METAL)**
PIP 83007 \$39.99



**IRON STAR ALLIANCE
PALADIN ANNIHILATORS
SQUAD (WHITE METAL)**
PIP 83008 \$24.99



**IRON STAR ALLIANCE
MORNINGSTAR A
WEAPON PACK (METAL)**
PIP 83014 \$11.99



**MARCHER WORLDS RANGER
HEAVY SUPPORT SQUAD
(WHITE METAL)**
PIP 82008 \$24.99

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SHAPE™**
It's a Smuggler's Bounty!

WARCASTER

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Winner of the 2020 American Tabletop Award - Best Casual game
ASTRA Best Toy Award 2020 finalist.
Share the fun!

Game play 20-40 minutes
Ages 8+
2-6 players

www.CalliopeGames.com

Calliope Games



NEW RELEASE

**AUTUMN HARVEST: A TEA DRAGON SOCIETY CARD GAME (RGS01158)**

- Create memories with your Tea Dragon!
- Compatible with the original Tea Dragon Society Card Game for up to 5 players!
- Based on the delightful Oni Press Graphic novel by Katie O'Neill!

MSRP: \$25 Ages: 10+ 2-4 Players 30-60 Min

October Release!

BEST SELLER

**STELLAR (RGS02050)**

- Calibrate your Telescopes to view Celestial Objects!
- Create a beautiful display of planets, moons, asteroids, and more in the night sky.
- Carefully choose and arrange your cards in this 2 player stargazing competition!

MSRP: \$20 Ages: 8+ 2 Players 30 Min

Available Now!

BEST SELLER

**FOX IN THE FOREST DUET (RGS02048)**

- Win as a team by collecting gems you find along your path.
- Play cards carefully to move avoid getting lost in the forest.
- Use special abilities of the characters to help your teammate.

MSRP: \$15 Ages: 10+ 2 Players 30 Min

Available Now!



NEW RELEASE

**KIDS ON BROOMS (RGS01550)**

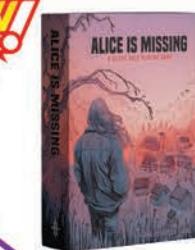
- Attend a magical school for witches and wizards like yourself!
- Uncover the secrets of your school while facing down mythical beasts!
- Rides brooms, brew potions and cast powerful spells!

MSRP: \$25 Cover Artist: Heather Vaughan

Designers: Johnathan Gilmour, Doug Levandowski, Spencer Starke

Available Now!

NEW RELEASE

**ALICE IS MISSING (RGS02161)**

- A silent role playing game about the disappearance of Alice.
- Send text messages to each other to unearth clues about what happened to her.
- From the designer of the ENnie - nominated **Icarus** RPG!

MSRP: \$20 Cover Artist: Julianne Grepp

Designer: Spencer Starke

December Release!

BEST SELLER

**WARDLINGS CAMPAIGN SETTING (RGS01150)**

- Protect the realm as a young adventure in a new enchanted world!
- Based on the unique and detailed Wardlings miniatures line.
- 5th Edition Compatible campaign setting with new characters, core class options, and more.

MSRP: \$40 Designer: Elisa Teague Cover Artist: Jacqui Davis

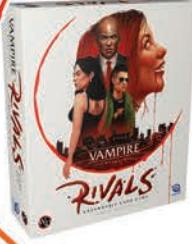
Available Now!

VAMPIRE: THE MASQUERADE RIVALS EXPANDABLE CARD GAME

(RGS02171)

- Set in the iconic World of Darkness universe of Vampire: The Masquerade 5th Edition!
- Recruit vampires to your coterie in a battle to dominate the city of San Francisco!
- Advance your agenda or knock out your rival to win!

MSRP: \$45 Ages: 13+ 2-4 Players 30-70 Min

December Release!

VAMPIRE: THE MASQUERADE RIVALS EXPANDABLE CARD GAME
LIBRARY SLEEVES (RGS02172)

- Protect your Library Cards with full art sleeves featuring cover art by Amy Wilkins.
- 55 High Quality Plastic Card Sleeves.
- Standard Card Game Size (63 mm x 88mm)

MSRP: \$10

December Release!

VAMPIRE: THE MASQUERADE RIVALS EXPANDABLE CARD GAME
CITY SLEEVES (RGS02173)

- Protect your City Deck cards with art featuring the city skyline.
- 55 High Quality Plastic Card Sleeves.
- Standard Card Game Size (63 mm x 88mm)

MSRP: \$10

December Release!

ATHENEUM: MYSTIC LIBRARY (RGS02135)

- Study for your exam with magical books from the library.
- Organize the shelves while keeping an eye on your fellow students!
- Every action you take will give actions to the students near you!

MSRP: \$45 Ages: 10+ 2-5 Players 30-45 Min

October Release!

VISCOUNTS OF THE WEST KINGDOM (RGS02127)

- As the King's reign comes to an end, seek the favor of the townsfolk.
- Construct buildings, write manuscripts, work in the castle, and acquire deeds for new land.
- Increase your influence while traveling throughout the kingdom.

MSRP: \$55 Ages: 12+ 1-4 Players 60-90 Min

October Release!


Jigsaw PUZZLES
PUZZLE - ARBORETUM (RGS02151)

- Unique and relaxing art from Arboretum artist, Beth Sobel.
- High quality materials and sharp edges for a satisfying connection for correct pieces.
- 1000 pieces, 67 x 48 cm, APPROX. 26"x19"

MSRP: \$20

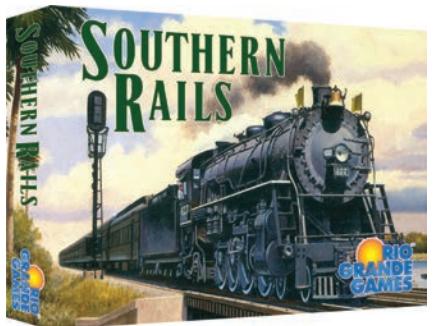
September Release!


RIO GRANDE GAMES

SOUTHERN RAILS

In the early days of America's railroads, six railroad companies competed to serve the cities of the Southern United States. In *Southern Rails*, 3-5 players compete to own shares in these railroads. Once a player owns a share in a particular railroad, they will become able to build tracks that will connect more cities to that railroad's network, increasing the value of that company's shares. Over four scoring rounds, points will be awarded according to which railroads lead in various categories. However, a railroad must stand above its competitors, as shared titles are worth nothing. The player with the most points at the end of the game will be the winner. Scheduled to ship in November 2020.

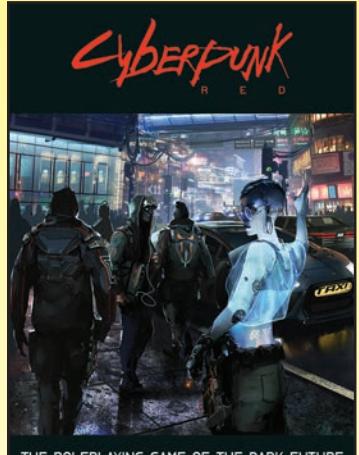
RGG 596 \$34.95



R. TALSORIAN GAMES



FEATURED ITEM



THE ROLEPLAYING GAME OF THE DARK FUTURE

CYBERPUNK RED:
CORE RULEBOOK

The 4th Corporate War's over and the big dogs have retreated to their corners to lick their wounds. That leaves everyone else to fend for themselves in a shattered world. And that's just fine, 'cause you've got interface plugs in your wrists, metal in your limbs, and chips in your skull. You're wired in, loaded with chrome, and ready to take it to the Edge. There's a world full of opportunities out there. Maybe this time you can do more than save yourself. Maybe. Scheduled to ship in October 2020.

RTG CR3001 \$55.00

ULTRA PRO INTERNATIONAL

DELUXE GAMING TROVE WITH
BLACK TRIM

Finally, a smaller, more compact bag for all your treasures! Our *Deluxe Gaming Trove* features a heavy duty fabric shell with 5 modular inserts to allow for custom storage options. The 15" horizontal design is ideal for holding playmats as well! An adjustable padded shoulder strap extends up to 60" in length, with a top handle for easy carrying. Scheduled to ship in September 2020.

UPI 18383 PI
UPI 15290 PI

MAGIC THE GATHERING CCG:
TEFERI ACCESSORIES BUNDLE

Ignite your spark with the Teferi Accessory Bundle for *Magic: the Gathering*! This special bundle includes a premium stitched-edge playmat, Life Pad, PRO 100+ count deck box, and 100 ChromaFusion Sleeves for premium feel and no-peel art backing. All accessories are packaged in a premium card storage box, which holds up to 700 cards sleeved in Ultra PRO sleeves. This bundle makes an excellent gift, or serves to improve even the most magical collection! Scheduled to ship in September 2020.

UPI 18383 PI

UPPER DECK
ENTERTAINMENT

FRIENDS

USO AC010647 PI



THE GOLDEN GIRLS

USO AC118506 PI



THE GOONIES

USO AC10718 PI

THE NIGHTMARE
BEFORE CHRISTMAS

USO AC004261 PI



USAOPOLY/THE OP

D6 DICE SET (6)

Scheduled to ship in September 2020.



BATMAN

USO AC010103 PI



BEETLEJUICE

USO AC010680 PI



CARE BEARS

USO AC141644 PI



ELF

USO AC10595 PI



FRIDAY THE 13TH

USO AC010716 PI



SCOOBY-DOO

USO AC010001 PI



SEINFELD

USO AC010262 PI



THE SHINING

USO AC010720.....PI



and Warriors cards and outdo opponents with unbeatable Super Saiyan bounty.
USO MN113565.....PI

MONOPOLY: DRAGON BALL SUPER

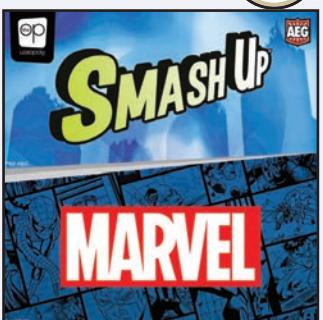
The long-running anime makes yet another comeback in the form of a classic board game that captures the continuing Dragon Ball power struggle! Join your favorite Z fighters as you buy, sell, and trade Goku, Piccolo, Gohan, and many others as properties in Monopoly: Dragon Ball Super. Custom tokens of eight different Universe Symbols take competitive DBS fans around an illustrated board to use Gods

SPOTLIGHT ON

SMASH UP: MARVEL (STAND ALONE)

In the ultimate shuffling building card game, players smash up two groups of Marvel characters to take over bases and score the most victory points. Mix and match the different decks of heroes and villains to see which combinations can best defeat the others! This game allows for fans to create stories that have never existed in the Marvel universe. What combo will you choose? Scheduled to ship in December 2020.

USO SM011000.....PI



WHITE WIZARD GAMES



HERO REALMS: ADVENTURE STORAGE BOX

Holds an entire Hero Realms collection, with or without sleeves, with room to spare for future sets and even a playmat! Includes 32 high quality plastic dividers to separate cards by: set (through Journeys), Market Deck, Fire Gems, Personal Decks, and Score Cards. Also contains 6 foam blocks to hold cards firmly in place and 1 promo card (Bounty Hunt). Scheduled to ship in August 2020.

WWG 519.....\$29.99

HERO REALMS: ANCESTRY PACK (DISPLAY 12)

Play as a Dwarf, Elf, Ogre, Orc, or Smallfolk! Your lineage grants you powerful new abilities and unique items. This pack contains 20 cards (4 for each lineage) and a rules sheet. Scheduled to ship in August 2020. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WWG 513.....\$9.99



HERO REALMS: ENTHRALLED REGULARS CAMPAIGN PLAYMAT

For use with the Ruin of Thandar and the Lost Village Campaign Decks. These playmats have designated spaces for the villains cards in addition to the Base Game spaces. Each playmat measures 24 x 14 (61cm x 35.5cm).

WWG HRACC050.....\$24.99

UPGRADE YOUR GAME NIGHT



HERE TO
SLAY
Available October 4th



UNSTABLE
UNICORNS



LLAMAS
UNLEASHED™



Daring
Contest™



RUNES &
REGULATIONS
A Game of Suburban Sorcery



GET THEM NOW



HERO REALMS: JOURNEYS PACK (DISPLAY 12)

Journeys is a set of four 12-card expansion packs for *Hero Realms!* Conquest and Discovery add the new Quest and Artifact card types. Quests are secret objectives that players may complete to earn Artifacts! Hunters and Travelers add new champions and actions to the game. Scheduled to ship in August 2020. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

CONQUEST WWG 514	\$4.99
DISCOVERY WWG 515	\$4.99
HUNTERS WWG 516	\$4.99
TRAVELERS PACK WWG 517	\$4.99



HERO REALMS: THE LOST VILLAGE EXPANSION

Your party is weary, and a fog is rolling in. It would be wise to wait until morning to begin your investigation, but something pulls you forward... Draw your swords, adventurers. You've entered The Lost Village! This expansion is part two of the *Ruin of Thandar* campaign. This expansion provides three unique missions for 1-5 players and contains 88 game cards,

14 oversized villain cards, and two booklets. Requires the <i>Hero Realms</i> Base Game, one Character Pack per player, and <i>The Ruin of Thandar</i> Campaign Deck to play.	WWG 518	\$19.99
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HERO REALMS: RELENTLESS STORM CAMPAIGN PLAYMAT

For use with the *Ruin of Thandar* and the *Lost Village* Campaign Decks. These playmats have designated spaces for the villains cards in addition to the Base Game spaces. Each playmat measures 24 x 14 (61cm x 35.5cm). WWG HRACC051.....



\$24.99

WIZARDS OF THE COAST



DUNGEONS & DRAGONS RPG: CURSE OF STRAHD REVAMPED

Under raging storm clouds, the vampire Count Strahd von Zarovich stands silhouetted against the ancient walls of Castle Ravenloft. Rumbling thunder pounds the castle spires. The wind's howling increases as he turns his gaze down toward the village of Barovia. Far below, yet not beyond his keen eyesight, a party of adventurers has just entered his domain. Strahd's face forms the barest hint of a smile as his dark plan unfolds. He knew they were coming, and he knows why they came — all according to his plan. A lightning flash rips through the darkness, but Strahd is gone. Only the howling of the wind fills the midnight air. The master of Castle Ravenloft is having guests for dinner. And you are invited. WOC C87570000.....



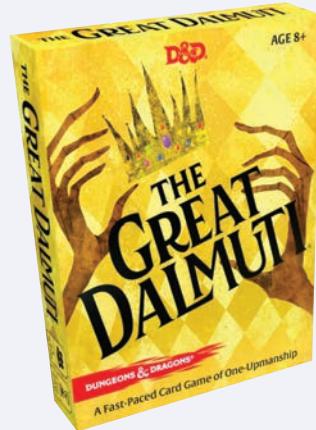
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SPOTLIGHT ON



GREAT DALMUTI: DUNGEONS & DRAGONS (DISPLAY 8)

Sometimes you roll a 1...and sometimes you roll a 20 and crush it! In the *Dungeons & Dragons* Roleplaying Game, the dice may control your fate, but in *The Great Dalmuti*, it's about how cleverly you play the cards you're dealt. One round you're polishing your royal crown, and the next you're whacking rats in a filthy alley. It's a gloat-filled, winner-take-all contest in this *D&D*-themed version of the classic card game. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. WOC C91840000.....\$14.99



FEATURED ITEM

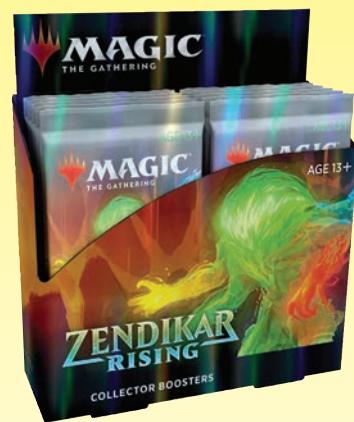


MAGIC THE GATHERING CCG: ZENDIKAR RISING BUNDLE

Zendikar is a dangerous world of lethal risks and priceless rewards. From the perspective of its inhabitants, it is a hostile place that seems to be actively trying to kill the creatures that have the audacity to live there. The danger is unrelenting: precarious terrain, cunning predators, natural disasters on a massive scale, and the Roil—the unpredictable ripples of change that wash through the land—all present a constant challenge to survival. WOC C75330000.....

PI

FEATURED ITEM



MAGIC THE GATHERING CCG: ZENDIKAR RISING COLLECTOR BOOSTER DISPLAY (12)

Collector Boosters are supercharged booster packs, loaded with nothing but the best. Each pack includes 15 of the most desirable cards from *Zendikar Rising*. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. WOC C75360000.....

PI

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RISING

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VILLAINS



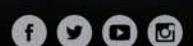
DETAILED FIGURE OF
THE BATMAN WHO LAUGHS
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15+ 1-4 60 Min.

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FEATURED ITEM

ZENDIKAR RISING

MAGIC THE GATHERING CCG: ZENDIKAR RISING COMMANDER DECK CARTON (6)

Commander isn't only one of the most popular Magic formats—it's also how a lot of people learn to play. Zendikar Rising Commander Decks are designed to make learning Magic through Commander a great experience for those new players. These decks are the perfect onramp for folks diving into both Commander and Magic in general, taking the place of Planeswalker Decks for Zendikar Rising. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC C75320000PI

FEATURED ITEM

MAGIC THE GATHERING CCG: ZENDIKAR RISING DRAFT BOOSTER DISPLAY (36)

Draft Boosters are for Limited formats, like Booster Draft and Sealed Deck. They're the classic Magic booster pack — 15 cards from the set designed for a balanced Draft experience, plus an ad card or token. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC C75380000PI

FEATURED ITEM

MAGIC THE GATHERING CCG: ZENDIKAR RISING SET BOOSTER DISPLAY (30)

Set boosters are the go-to for players who love to open boosters just for the fun of seeing what they'll get. Just like Collector Boosters are for collecting and Draft Boosters are for drafting, Set Boosters are for opening packs to see what's inside. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC C83230000PI



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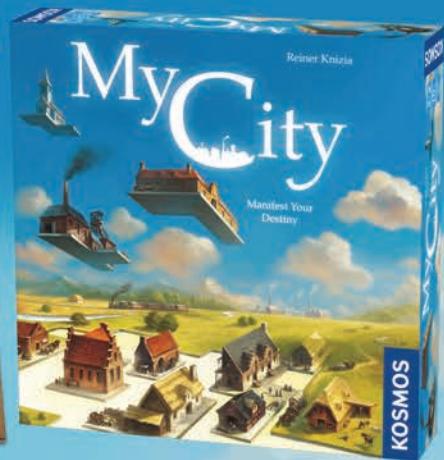


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JAHRES
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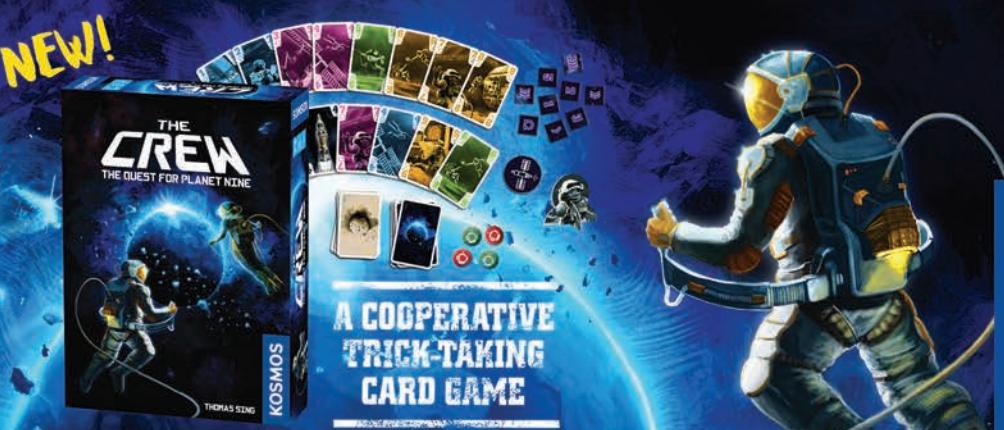


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FEATURED ITEM

**MAGIC THE GATHERING CCG: ZENDIKAR RISING THEME BOOSTER DISPLAY (12)**

Zendikar Rising Theme Boosters are perfect for players looking to expand their collection with a specific strategy in mind. These larger booster packs are full of cards all based on a single theme, like a color or set-based premise. Players who are looking to build their specific deck but still love the surprise of opening booster packs will love the Theme Booster.

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC C75350000.....PI

WIZKIDS/NECA

SPOTLIGHT ON



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DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - CURSE OF STRAHD COVENS & COVENANTS PREMIUM BOX SET

Within the valley of Barovia there are many stories to be told. Local legends say that the Count Strahd Von Zarovich has ruled over this valley for generations and that his land plays host to many powerful beings. Some form Covens in his name and others attempt to make Covenants with the mysterious Count. Within this box, you will find some of the valleys most terrifying foes, as well as some of its most devoted citizens. Scheduled to ship in October 2020.

WZK 96027\$39.99

SPOTLIGHT ON



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DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - CURSE OF STRAHD LEGENDS OF BAROVIA PREMIUM BOX SET

Within the valley of Barovia there are many stories to be told. Local legends say that the Count Strahd Von Zarovich has ruled over this valley for generations and that his land plays host to many powerful beings. Some serve him willingly, and others plot his downfall. Within this box, you will find some of the valleys most terrifying foes, as well as some of its legendary heroes. Excite your players with this collection of 7 highly detailed miniatures and start building your own legendary story today. Scheduled to ship in October 2020.

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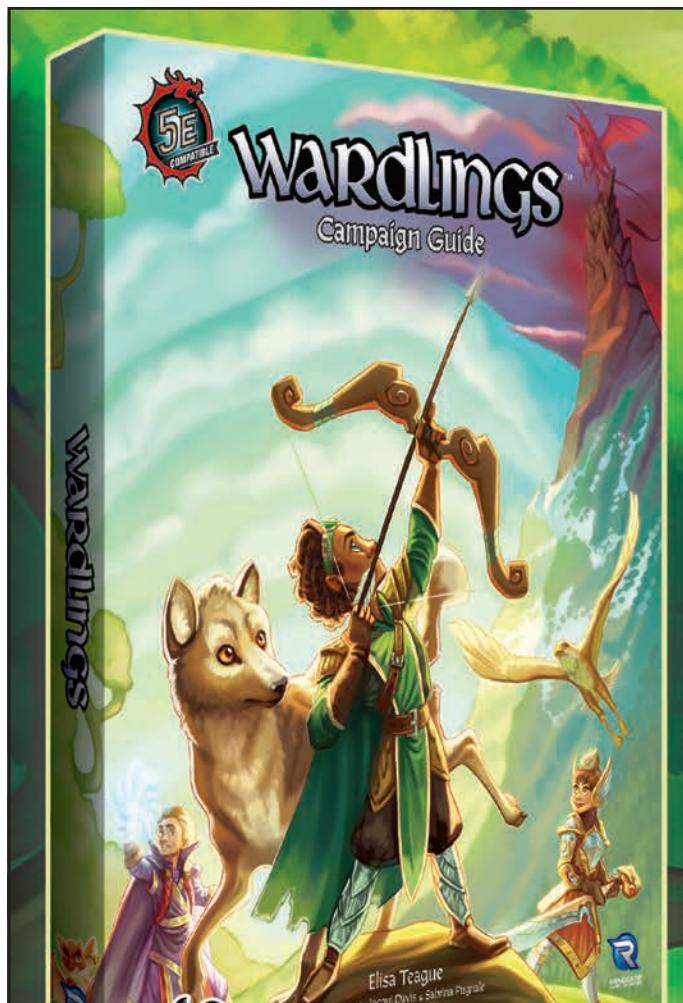
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**FANTASY REALMS:
THE CURSED HOARD**

A hoard of powerful ancient artifacts has been uncovered. Can you wield their power to rule the realms? Or will you fall victim to their curse? *Fantasy Realms* is an acclaimed card game from designer Bruce Glassco that takes seconds to learn: Draw a card from the deck or discard area, discard a card, and try to build the strongest hand by using the best card combos. *Fantasy Realms: The Cursed Hoard* expands on the original, adding two new modular expansions that can be added together or separately. Scheduled to ship in January 2020.



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MAGIC THE GATHERING UNPAINTED MINIATURES: W13

Scheduled to ship in November 2020.

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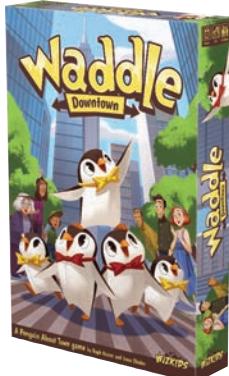
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**WADDLE**

Help a sightseeing group of penguins as they waddle about town – but herding penguins as they visit places is easier said than done! In this new strategy game from Raph Koster and Isaac Shalev, players share the same group of penguins, but score based on how their carefully chosen cards match where they've managed to get the penguins to waddle. Each turn you'll select a score card with a goal like locations with an even number of penguins, with more yellow than red penguins, with the maximum of 5 penguins, or something else! Scheduled to ship in February 2021
WZK 87530 \$29.99

SPOTLIGHT ON

**WARLOCK TILES:
DUNGEON TILES II FULL
HEIGHT STONE WALLS**

The newest additions to the highly anticipated *WarLock Dungeon Tiles* line from WizKids are finally available for release! After a year of R&D, Wizkids has perfected the dungeon tile. The *WarLock Dungeon Tile* system solves many of the problems presented with other tile systems. The *WarLock* clips allow players to construct rooms in advance and place them on the table as needed. Our 1" tall walls make it easier for players to move pieces around in the room as they play. Offset walls provide you with the ability to place figures in any square on the grid, without pesky corners eating into your play area. Scheduled to ship in October 2020.
WZK 16510 \$129.99

SPOTLIGHT ON

**WARLOCK TILES: TOWN &
VILLAGE II - FULL HEIGHT
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The *WarLock Tile* system solves many of the problems present with other tile systems. The *WarLock* clips allow players to construct rooms in advance and place them on the table as needed. Our 1" tall walls make it easier for players to move pieces around in the room as they play. Offset walls provide you with the ability to place figures in any square on the grid, without pesky corners eating into your play area. Scheduled to ship in October 2020.
WZK 16511 \$129.99

SPOTLIGHT ON

**WARLOCK TILES: TOWN &
VILLAGE II FULL HEIGHT PLASTER
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Full height 2" tall walls are perfect for players that want a deeper immersion into their game play. Offset walls provide you with the ability to place figures in any square on the grid, without pesky corners eating into your play area. Scheduled to ship in October 2020.

\$79.99

SPOTLIGHT ON

WarLock

TILES™

WARLOCK TILES: WARLOCK EZ CLIPS (100 CT.)

WarLock Tiles: WarLock EZ Clips adds more clips for replacement clips that work with all *WarLock Tile* products. These EZ Clips are a softer, less stable clip which allow for faster and easier building of your rooms on the fly. Scheduled to ship in October 2020.
WZK 16522 \$4.99

WIZKIDS DEEP CUTS UNPAINTED MINIATURES: W13

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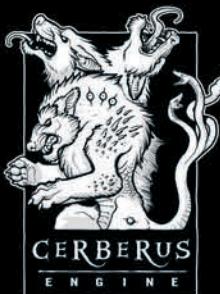
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THE DARK PHOENIX SAGA

DICE MASTERS

WIZKIDS

MARVEL DICE MASTERS: THE DARK PHOENIX SAGA COUNTERTOP DISPLAY

WZK 74096 \$79.92 | Available October 2020!

Marvel Dice Masters: The Dark Phoenix Saga Draft Packs are a game changer! Featuring all of the X-Citing characters that players know and love — these draft packs are a great addition to any collection! Expect more than just stunning dice in vibrant colors, because the cards that accompany them have luxury full-art and foil treatments! With 24 dice and 15 cards per Draft Pack, get ready to add a ton of variety to your team building options!

The Dark Phoenix Saga is one of the most iconic X-Men storylines of the past 40 years, with a faithful representation on TV and numerous reprints of the comics. Now, you can experience the same X-hilarating action on the tabletop with the X-Men, Starjammers, and Shi'ar Empire! First up, we're going to take a look at some of the heroes and villains of the Shi'ar in this release.

You may have seen some of the awesome Shi'ar cards in our last preview article, but Gladiator: Majestor Kallark is an incredibly efficient card that has the potential to be a winning addition to many teams! With his spectacular stats, low fielding cost, and aggressive Global Ability, you'll be able to punch through opposing defenses for the win! But be careful — wise opponents might find a way to use that Global Ability against you! Lilandra: Politician fills a similar role as an efficient low-cost character die. Her Global Ability will help you access your strongest dice faster, leaving little in the way of recovery time for your opponents.



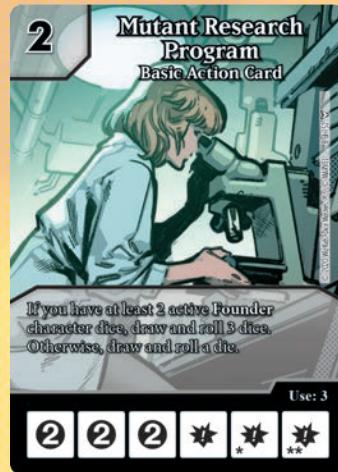
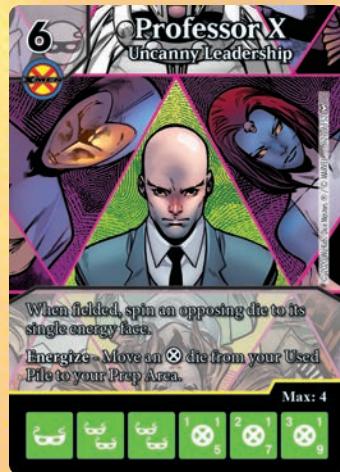
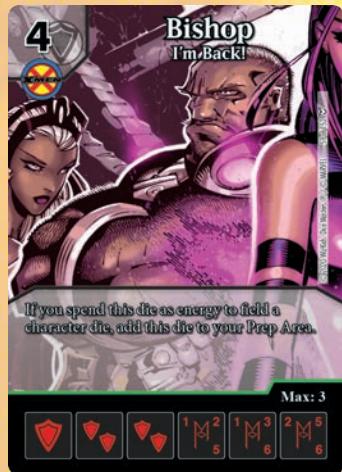
Even though the Shi'ar are fresh and new, you can't beat the classics — Jean Grey and the Phoenix are what make this set awesome! Phoenix: Firepower stands out as a die with big attack power that almost always lets you damage a character die or your opponent with its great Energize effect and ability when fielded. Dark Phoenix: Destructive Force is going to be a menace to your opponents! By turning your opponent's strength back on them, they'll need to find a creative solution to defeat this character! True to form, Jean Grey: Xavier's Dream and Jean Grey: Marvel Girl both make your opponent pay extra to use a Global Ability — an excellent counter to

at least one of Dark Phoenix's effects. Jean quickly moves from being a good character on her own to a hyper-efficient option when paired with other X-Men!





This set also features some richly thematic effects that long time X-Men and Dice Masters fans will love. Bishop: I'm Back! will let you spend his die as energy, then add him to your Prep Area, as if he's helping your other characters on a time travel journey! Professor X: Uncanny Leadership will let you spin an opposing die to its energy face, demonstrating Charles Xavier's dedication to peace. Magneto: Founder of the Brotherhood mirrors that by letting him get vengeance on your opponent's team if one of your Brotherhood characters is KO'd. We've seen young Jubilee in Dice Masters before; but, since she's grown in the comics, we also get the more experienced version of her on the tabletop with Jubilee: X-Men Field Leader, where she'll



let you deal damage to various targets as you field the rest of your team. The Hellfire Club even gets some support with Madelyne Pryor: Aspiring, who will let you roll extra dice if your opponent does as well, perfect against Swarm or Rush teams. Finally, the Mutant Research Program is a huge boon for teams utilizing the Founder keyword, allowing them to roll 3 dice instead of 1 just because they have their characters active!

Featuring plenty of the mainstays of *Dice Masters* — new and innovative ramp effects, awesome ways to disrupt opposing dice, low-cost dice for new strategies, and ways to secure the win, this thrilling new set will give competitive teams a whole new edge!

Whether you enjoy building thematic or competitive teams, there is something for everyone! So make sure your Friendly Local Game Store has *Marvel Dice Masters: The Dark Phoenix Saga* this fall for you to draft with your friends or collect on your own!



SPOTLIGHT
By Unstable Unicorns

HERE TO SLAY

A strategic card game. A role-playing adventure. A dangerous new world.

UNSTABLE UNICORNS



HERE TO SLAY

TET 4867-HS-BSG1 PI | Available October 2020!

From the creators of *Unstable Unicorns*, *Here to Slay* is an adorable and brutal new card game that is perfect for players of all skill levels. So, whether you're entering the world of role-playing games for the first time or working on mastering your powerful skills, *Here to Slay* will quickly become one of your favorite games.

This 2-6 player card game is accessible and easy-to-learn for a first-time player, but it has enough depth to keep even the most experienced gamers interested. If your friends and family are intimidated by the thought of a role-playing game, *Here to Slay* can help them enter a world of games they've never considered before. After they conquer *Here to Slay*, who knows what they might discover? In short, game night is about to get even better.

Open up *Here to Slay* and enter a world of cute, cuddly, and utterly destructive creatures. You'll learn to outwit your rivals and slay savage monsters, crushing your opponents on the way to victory! But don't let your guard down, because enemies are watching at every turn. Your friends will seize

every opportunity to sabotage you and take the glory for themselves. Trust no one. (This advice can also be applied to life in general.)

You'll start by choosing a party leader to represent you throughout the game. One day you may feel like a bloodthirsty fighter, and the next you could be a cunning thief or one of the other four unique party leaders included in the game. Shock your friends by playing one game as a harmless, jovial bard and the next as a vengeful wizard out to cause mayhem.

If none of the party leaders strikes your fancy, you can go online and build your own custom party leader that is fully playable within the game. Choose your character's name, class, and effect, then select an image or upload one of your own. When the process is finished, your power will know no bounds! Visit unstableunicorns.com/community-cards/hereto-slay to get a head start on your unstoppable creation.

When you have chosen a party leader that fully encapsulates your inner spirit, you'll work to build a party of heroes, battle vicious monsters, and destroy your opponents. A game well-played should turn strangers into friends, friends into enemies, and enemies into monster bait. You've been warned.

The first person to successfully slay three monsters, or build a full party with six classes, wins the game! That means you can choose your own play style. Will you work to build the most robust party of highly-skilled heroes this world has ever seen, create a lean team of monster-killing machines, or set out to screw over your friends at every turn? No matter what you choose, there are enough strategies, characters, cards, and effects to make the game different every time you play it.



The base game contains 1 standard deck of 115 cards, 6 Party Leader cards, 15 oversized Monster cards, 2 six-sided dice, and 6 rules reference cards. The deck contains hero cards, item cards, magic cards, modifier cards, and challenge cards that you can use in your quest for victory.

Hero cards are brave adventurers who bring new skills to your party. Each hero has a unique effect that will help you slay dangerous monsters. You can equip your heroes with items, enchanted objects that will help them in battle, and use magic cards to cast one-time spells with powerful effects. To stop a fellow player from using a hero, item, or magic card, you can lay down a challenge card and halt everything to go toe-to-toe with your opponent. Winning the challenge will stop them in their tracks, but you risk making an enemy for life...or at least until the game is over.

When you decide to attack a monster, keep in mind that losing your battle may have grave consequences. In order to attack, you must meet the party requirements listed on the card. So, make sure your team is ready and roll to determine your fate. If your fate has been determined and you're not happy with it, modifier cards can increase or decrease the outcome of any dice roll. When battling a monster, making your own sound effects is highly encouraged. We're not saying it will help you defeat the beast, but it probably will. If you meet the roll requirement, you slay the monster and your party gains a new skill for the rest of the game. If not, you must pay the price...

If you and your friends are ready for an epic adventure full of adorable little hellraisers, you're ready to enter the world of *Here to Slay*. The game will be available for purchase October 4, and keep an eye out for the Warriors and Druids expansion pack to add even more excitement to your game. The expansion will introduce two brand new classes into the fray, complete with valiant party leaders and courageous heroes.

Here to Slay is a strategic card game made by TeeTurtle, the creator of *Unstable Unicorns*. The company launched their first game, *Unstable Unicorns*, in 2017 and have been obsessed with making games ever since. Since they launched *Unstable Unicorns*, TeeTurtle has sold over one million games in countries all over the world.

TeeTurtle's games are created by a team of in-house game developers and artists who pride themselves on creating games that walk the line between adorable and diabolical. Keep an eye out for jokes and easter eggs as you play, and you may find some delightful details.

While TeeTurtle's games can be brutal and vicious, they actually create them to bring people together. After all, the strongest friendships begin with good, old-fashioned power struggles during game night. Their games are created to be accessible and easy-to-learn for new players, but complex enough to keep seasoned veterans intrigued for years to come.

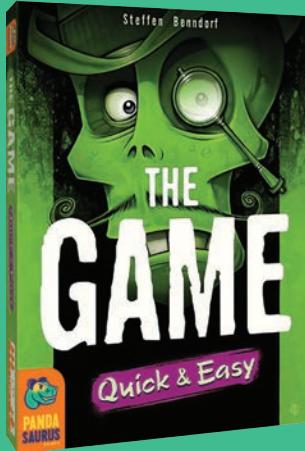


Here to Slay will be available for purchase October 4!



FROM ROBOTS TO DINOS

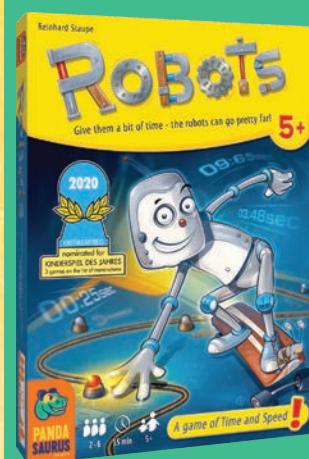
The Pandasaurus catalog continues to expand with amazing new titles! We had great success with our summer releases. Social media has been buzzing nonstop about the vibrant lands and fun gameplay in *Sonora* (PAN 202005, \$29.95), the first flick-and-write. The bright and colorful strategy of 3D area control in *Ctrl* (PAN 202007, \$24.95) is puzzling players everywhere. And the political negotiation in the new edition of *Tammany Hall* (PAN 202012, \$49.95) has caused friendships to be strengthened and questioned in the same game. October brings a new slate of exciting games, ranging from robots to dinosaurs.



THE GAME: QUICK & EASY (RELEASING OCT 14)

The Game: Quick & Easy (PAN 202014, \$14.95) tweaks the great gameplay of *The Game* (PAN 201820, \$12.95) by halving the number of cards in the deck and splitting them into five different suits. Players will have to manage the ascending and descending discard piles with a twist to their normal strategy. Just like in *The Game*, cards will need to be played in numerical order; however, now there is the added boon of being able to

jump forward or backward from the current number (depending on the discard pile) by playing a card in the same suit. Though the game is called Quick and Easy, it presents a new puzzle for players to solve together. And it's not just for younger players! The experienced gamers on **BoardGameGeek's** Game Night recorded a playthrough and said "We played a bunch of times immediately. I want to play again right now!"



ROBOTS (RELEASING OCT 14)

Robots (PAN 202017, \$14.95) was nominated for the Kinderspiel des Jahres this year. Designed by Reinhard Staupe, one of the minds behind the new version of *The Game*, players can expect a clean design centered around cooperation and communication. Each round, one player assumes the role of *Robbi the Robot*, and draws a card depicting a race track and various items on one side, and secret information on the other. *Robbi* uses this information

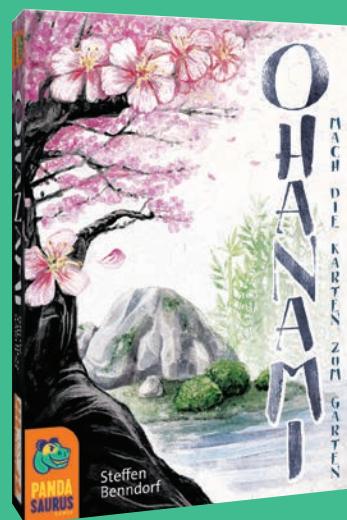
to determine at what speed they'll need to travel and which item to reach. Once they're ready, *Robbi* lets the other players know how fast they'll be moving and says "beep!" to begin their course. *Robbi* follows the track with their eyes until they reach their secret item. Then they say "beep!" a second time, at which point the other players try to identify the secret item. The magic of the game lies in its use of temporal and spatial perception. It won't take long for your team to work out your own understanding of time and space!



GODS LOVE DINOSAURS (RELEASING OCT 21)

Gods Love Dinosaurs (PAN 202016, \$39.95) is a cheeky, wild, and timeless take on the scientific tale as old as life itself by *Spiel des Jahres*-nominated designer Kasper Lapp (*Magic Maze*). Life hangs in the balance with a design that incorporates tile drafting and area control with an adorable

and ravenous food chain hierarchy. Players will have to manage different biomes and species, from the fluffiest prey (frogs, rabbits, rats) to the hungriest predators (tigers, eagles), all the way to impressive dinosaurs. Ultimately the goal is to collect dino eggs, which everyone knows are beloved and admired by the Gods. Of course, this is easier said than done as players vie for the best terrain, pursuing the interests of their own inhabitants while keeping an eye on their opponents'.



OHANAMI (RELEASING OCT 28)

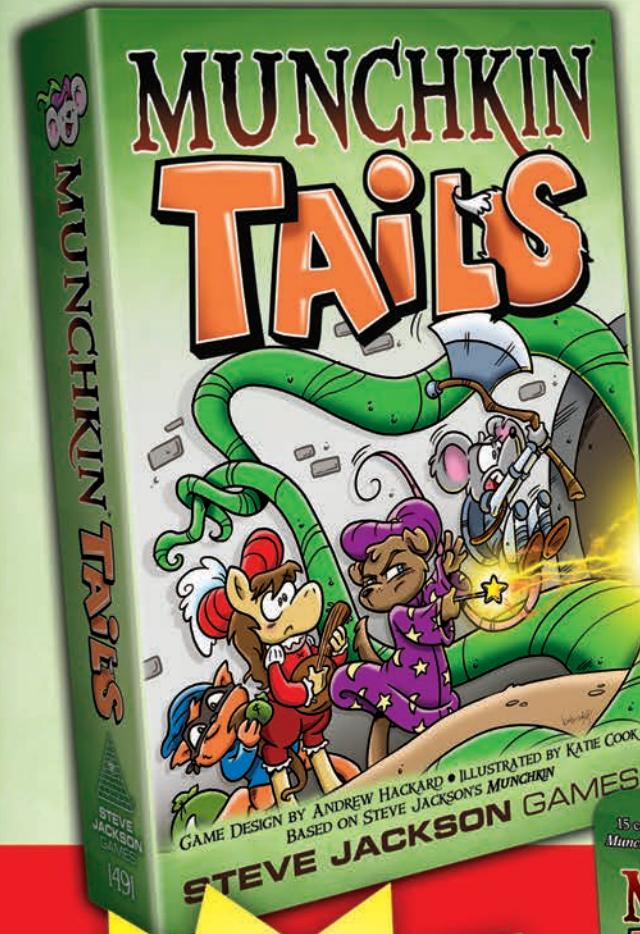
Ohanami (PAN 202013, \$14.95) is also designed by one of the creative minds behind *The Game*. Each round players draft ten cards, choosing 2 and adding them to their gardens. Players are limited to three gardens, which are rows of cards placed in numerical order. The drafted cards can be added to the beginning or end of the row, emulating the card-counting puzzle enjoyed in *The Game*. Different colors of cards score each round, changing players' choices and deepening the

strategy as the game progresses. At the end of the game, players will enjoy the beautiful Zen gardens they've designed in through the relaxing yet competitive gameplay.

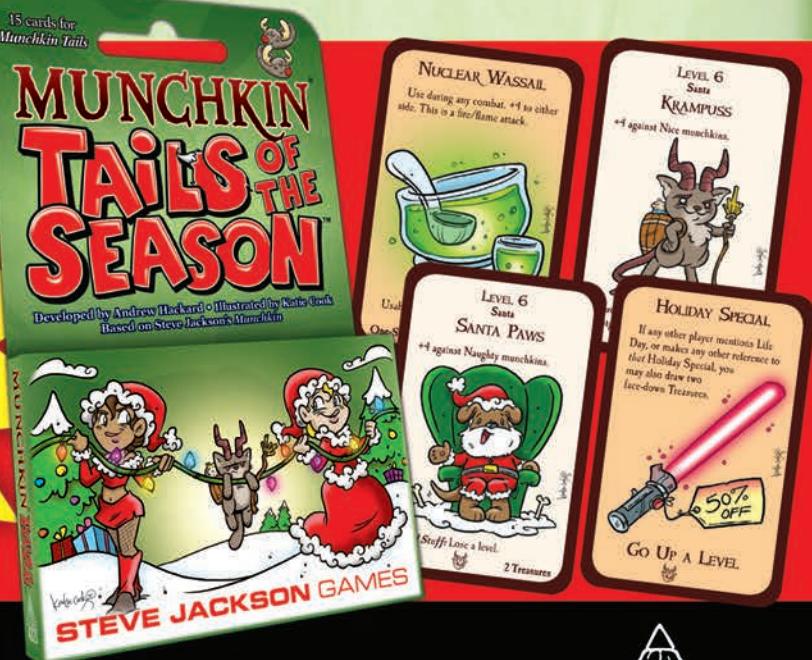
These titles and the rest of the fantastic games in the Pandasaurus catalog are available now!

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STEVE JACKSON GAMES



BOARD GAMES TO THE RESCUE: HOW GAMES HELP STUDENTS DURING COVID-19



For educators, parents, and students alike, these are crazy times. Thanks to COVID-19, most still don't really know what school will look like for Fall 2020, even as summer draws to a close. **Hundreds of thousands of parents will be "cvidschooling".**

Cvidschooling: parents unexpectedly managing their children's education, whether at home due to school closures or through various combinations of online learning and restricted classroom time.

For the vast majority, cvidschooling is shaping up to be a very stressful prospect.

But thankfully, **cvidschooling** is not the only kind of schooling making waves these days — there is also **gameschooling!**

Gameschooling: using games to introduce, explore, or review real-world information and/or concepts

Over the past decade in particular, as the strategy board game industry exploded, some educators have been quietly exploring the seemingly unrelated new world of games. At first there was a

professor here or a homeschooled there who realized that Game X really reinforced Concept Z that they were trying to teach, so they used Game X in their classroom (or at home), and perhaps blogged about their success.

Fast-forward to today, and you can find a growing body of academic research confirming what many parents and teachers are already talking about all over the world: **Board Games are actually one of the most effective ways to engage learners, of all ages, in all subjects!**

There are many reasons for this — some having been articulated for thousands of years, all the way back to Greek philosophers — and some are more recent observations arising out of the board game renaissance. But here are some highlights:

- Games Promote Long-Term Memory
- Games Build Social Skills and Self-Awareness
- Games Decrease Stress Around Learning
- Games Allow Students to Actively Engage with Material
- ...and Most Students Prefer Games to Other Learning Activities!



DON'T JUST TAKE OUR WORD FOR IT - ASK THE PARENTS ON THE GROUND

GAMES PROMOTE LONG TERM LEARNING

We have a few Genius Games and love them! My degree is in exercise science and I use games all the time when I'm teaching (all ages - I teach middle school, high school and I'm an adjunct professor). **Knowledge doesn't move from short term to long term memory until it has had a chance to be used in practice (which games do).**

And ...thinking more out loud (in writing) here, but I think sometimes the games help solidify learning that has already happened, and other times the games create new interests and questions and lead to further research. Both are important avenues of learning!

Sheramy Keegan-Turcotte

We do board game Thursdays. On Thursday we play a board game that is related to what we are doing that week. ...This year we are doing chemistry. I already have *Periodic*, *Subatomic*, *Ion*, *Covalence* and *Compounded* sitting on my school shelf. In a few weeks when we start our focus on the periodic table we will play the game to reinforce the idea of the periodic table. We will also play *Compounded* when we start working with chemical compounds it will help show how the atoms combine to form new molecules. We'll be playing *Subatomic* to see how atoms form together in the next week or two. Learning through play and fun is important. It helps the ideas stick better. **I've had my minions comment on something we learned from a game years later because playing the game helped them to reinforce and understand how the concept actually works.**

Sarah Rosenberg

GAMES DECREASE STRESS AROUND LEARNING

I think games allow a child to let their guard down. **They don't feel the pressure that they would if you were explaining and questioning about a subject. After all, it's "just a game".** I also think that games give incentive to learn a concept. This is especially true when the concepts are built into the mechanics of the game. As they strive to get better at the game, they are cementing those concepts in their minds. In that way, games almost act as a backdoor for knowledge to sneak in and take up residence.

April Marie

GAMES BUILD SOCIAL SKILLS AND SELF-AWARENESS

Games help you learn : social emotional development, reflective thinking, turn taking, planning, problem solving, decision making, logic skills, patience, and listening speaking skills in general.

Not to mention cooperation, delayed gratification, healthy competition, emotional intelligence, resilience, and learning to deal with disappointment and mistakes.

Amanda Biden

GAMES ALLOW STUDENTS TO ACTIVELY ENGAGE WITH MATERIAL

We've found that games, whether it be boardgames, card games, or limited video games when used, have been a great aid at tying everything together. **The kids not only get excited about playing a game with the family, but they get to use what they've learned.** Each time one of the kids picks out an educational game that's been played before, they all add a little something that wasn't talked about before that they were able to recall, thus helping each other learn and retain even more. Learning should not be just memorizing facts, formulas, theories, dates or people. **Learning should be immersive, exciting, and challenging enough to keep your children interested.** Our kids know that when we spend a lot of time on specific topics, that there's a new game on the way that's going to relate to it.

Ray and Jannette Malone

...AND MOST STUDENTS PREFER GAMES TO OTHER LEARNING ACTIVITIES!

Games are fun, and help to cement learning! ...We use games to ensure that concepts stick (in a non-boring, fun way!!)... Math Rush looks like it would help in early elementary — cement the skills for quick recall of addition and subtraction facts.

Nikki Jay

My 9 year requests to play *Periodic* and *Cytosis!* I call it stealth learning! The best part is [the games] teach them as well.

Elizabeth Smith Hammack



There is one board game design company, founded in 2014, with the explicit mission to provide incredible game play using only 100% accurate, real-world information. That company is Genius Games, and they've been cutting trails through uncharted gameschooling territory for a while now. You may have seen them clinching awards at game expos and conventions across the US or overseas. Their primary focus is scientific content, but they also release quality games in other subject areas through their sister brand, Artana.



If you want resources for families, parents, teachers, and — most of all — students, check out the good work being done over at Genius Games.

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PAINTING HAPPY LIL MINIS

WITH DAVE TAYLOR



EPISODE #28: PICKING A COLOR SCHEME

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our *Game Trade Media* Facebook page - Thursdays at 2pm EST. Dave is joined by Gretchen Settle, and occasionally by other painters who each bring great painting advice and their own style to the table.

UNDERSTANDING CONTRAST - PART 3

Picking a color scheme for your models can be incredibly tough, particularly if you are determined to steer clear of the color schemes presented by miniatures companies. I'm going to start out by suggesting that your color schemes consist of no more than three main colors, and that most other colors used should be neutral colors like white, grey, black, and brown.

One of the most important thing to consider when making your choices is Contrast – the act of emphasizing the differences of two or more things.

Contrast can take a number of forms that we'll talk about in this and future articles, but these forms include Hue, Tone, Saturation, Temperature, Texture, and Finish. Last episode we looked at Saturation and Temperature. In this episode we'll focus on Texture and Finish.

- Texture Contrast - Texture can be quite easy to differentiate on some areas a sculpted model. A fur collar on a cloak will be sculpted with a fur texture while the cloak will be smooth. Chainmail will be sculpted with a different texture again. But what about the textural differences between a cloak, leather boots, and rusty armor plates which are all sculpted with a smooth surface? When you are considering your color scheme and approach to painting your miniatures it can be a great exercise to consider how each of the textures can be represented. Coarse fabric can be represented by painting thin lines or hashes on the highlights. Rusty metals can be given a glaze of an orange paint over a stippling of brown.



- Finish Contrast - Finish is a reference to whether the section of the model is matt, satin, or glossy. Most acrylics give you a default satin finish (somewhere between matt and gloss), so one way that you can give your models a little more contrast is apply an appropriate varnish (Vallejo have some fantastic brush on varnishes). Using our visual references above, metal is typically shiny, but when it rusts it becomes matt. To accentuate contrast, paint the shadows with a matt varnish and leave the shiny metallics on the highlights. Some minis, like the Nurgle models top right, have exposed intestines. Once they've been painted with their reds and purples you can hit them with a gloss varnish.



This heavily-converted Plague Marine has a lot of great textural surfaces. The bloated flesh has been painted with smooth strokes and subtle glazes, while the coarse loin cloth has been highlighted with tiny hashmarks. The armor has been painted with a rough approach to the highlighting to give the feel of a fly carapace.

This Nightmare Hulk shares much of the same skin and cloth approaches with the Plague Marine, and adds some contrast with a gloss varnish on the lolling tongues against the matt finish on the "shirt". The subtle rusting on the cleaver contrasts well against the sharp and shiny highlights on the blade edge.



These models both have a lot of texture contrast shown on them. Above left, the leathers of the apron, coat, and bag all differ from the texture of the pants and green daemon. Above right, this model features a lot of fabric textures which, along with the rusty blade, give a wonderfully worn look.

On the right, this miniature features three different metal textures: polished steel on the pistons, tarnished brass on the pistons and boots, and grimy cast iron on the smokestack.



SOOOOO MANY TEXTURES!

Sometimes miniatures can seem to have ALL the textures! Don't let this put you off creating a great looking piece.

This Chaos Lord on the right has a few key textures that have been brought out. The cloak has been given the tiny lines during the highlighting process. The fur of the cloak collar was accentuated with a wash. The dark iron of the armor was given a drybrush to help present a grainy texture. Finally, the bony plates on the back of the creature were highlighted with thin lines to give a chintinous look and feel.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



MARIPOSAS (AEG 8070)

From Alderac Entertainment Group, reviewed by Eric Steiger



14 & Up



2 - 5 Players



45 - 75 Minutes



\$49.99

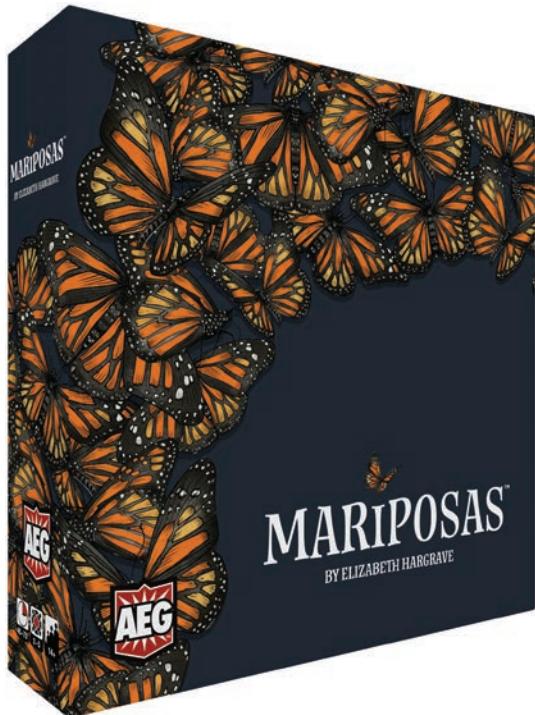
I am incredibly glad that Elizabeth Hargrave's *Wingspan* became the breakout hit of 2019, because I suspect that without it, "Let's make a game about butterfly migration" would have been met with a very different reception. And that would have been a real shame. I hope that this trend turns into a full-fledged pattern, because Hargrave is filling a gap in the industry I never knew existed: tight, strategic games that explore amazing aspects of the natural world and educate people on how to preserve them.

In *Mariposas*, you take on the role of the progenitor of a lineage of Monarch butterflies as they begin their multigenerational trek north from Michoacan in spring, spreading them all over North America, and then returning to central Mexico before winter. Each season lasts an increasing (but nowhere near long enough) number of rounds, during which you will move your butterflies, collect flower tokens, visit waystations in cities, and produce the next generation, in hopes of (among other things) sending as many descendants back home to Michoacan as you can.

The game begins by randomly and secretly placing a goal on each of the 3 seasons of play (spring, summer, and fall). You begin with the spring goal revealed, which usually requires players to have a certain number of butterflies in play, and that they be in some location or region (such as all of them being north of Atlanta, or having at least one in the Midwest and one in the southern US). However, the summer and fall goals will remain face down until all players have produced enough descendants to trigger a reveal.

On your turn, you'll choose one of the two movement cards in your hand and play it, moving some combination of your butterflies some number of spaces. For example, you could use a card with three 1-move icons on it to move three different butterflies 1 space each, or the same butterfly 3 spaces, landing in each one. When a butterfly lands, it collects a flower token matching its space, or, if it lands on a city, it collects a waystation card. There are 3 different suits of 4 different life cycle waystation cards (12), plus some extra bonus ones, and collecting all 4 cards of a suit gives you a randomly determined special bonus. One catch is that the waystation tokens are randomized and begin the game facedown, so you won't know what you get from a city until someone visits it and turns it faceup. Their compensation for that is a free random flower token.

Why do you need these flower tokens? Because if you land next to a milkweed, your butterfly can spend them to reproduce. It costs more flower tokens to make a new butterfly with each successive generation, but



there is a discount if you spend flowers of all the same type. Additionally, you can reproduce your 4th generation butterflies to make a double-unit, which moves as a single butterfly but counts as two for endgame scoring. Once all players have bred at least one 2nd generation butterfly, the summer goal is revealed (which happens automatically when summer begins, if it has not already); similarly, the fall goal reveals once everyone has bred at least 2 3rd generation butterflies (or at the beginning of fall, whichever happens first). At the end of spring, the first generation of butterflies dies, followed by the 2nd generation at the end of summer. At the end of fall, you score based on the number of 4th generation butterflies you've brought back to Michoacan.

The seasons pass quickly, with each player only having 4 turns in spring, 5 in summer, and 6 in fall. You won't be able to do everything you want in a season, whether you're going for a waystation set collection strategy, goal achievement, or mass breeding, so you need to plan carefully. This game is much less of a "point salad" than *Wingspan*, and you can't afford to give up any source of victory points.

None of the mechanics in this game are revolutionary, but that's ok. They work, and more importantly, they work for this. Additionally, the variety of goal cards and waystation bonuses make for a lot of replayability. *Mariposas* did an amazing job making me care about the intricacies of butterfly migration in a way I never expected, and that's no small feat. Most games about whose "thematic appeal" we rave about are things like "space pirates", or "nuclear apocalypse", but butterflies? Hargrave expressly states in her designer notes that her goal is to get you as excited about Monarch butterflies as she is, and I think she succeeded. More impressively, this isn't just a good game that happens to have butterflies in it. This is, unquestionably, a good game about the Monarch migration, and that continues to amaze me. It's also an incredibly beautiful one, with amazing art and layout on everything.

•••

Eric is your friend, and friends wouldn't let you play bad games.





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HARRY POTTER: DEATH EATERS RISING (USO DCO 10634)

From USAopoly/The OP, reviewed by Jane Trudeau-Smith and Philip Smith
of "The Table for Two Show"



11 & Up



2 - 4 Players



60 Minutes



PI

Even though we have both watched all the *Harry Potter* movies, we have to say you don't have to be a fan of *Harry Potter* to enjoy this game! But, it is very nice to see all the familiar characters in the game, especially "He who shall not be named." The figure of Voldemort (uh oh we named him) is a work of art — and scary looking!

This is a cooperative game where the players are trying to defeat Voldemort. That is the one and only way you can win, but there are four ways you can lose:

1. Too many wizards are defeated: For a two-player game it is 8
2. Any one player's team has no wizards remaining
3. Four or more places are corrupt
4. Any one location has been corrupted completely

This game takes some strategy. There are also a lot of dice rolls you must make, and some lucky dice rolls will be needed!

SETUP

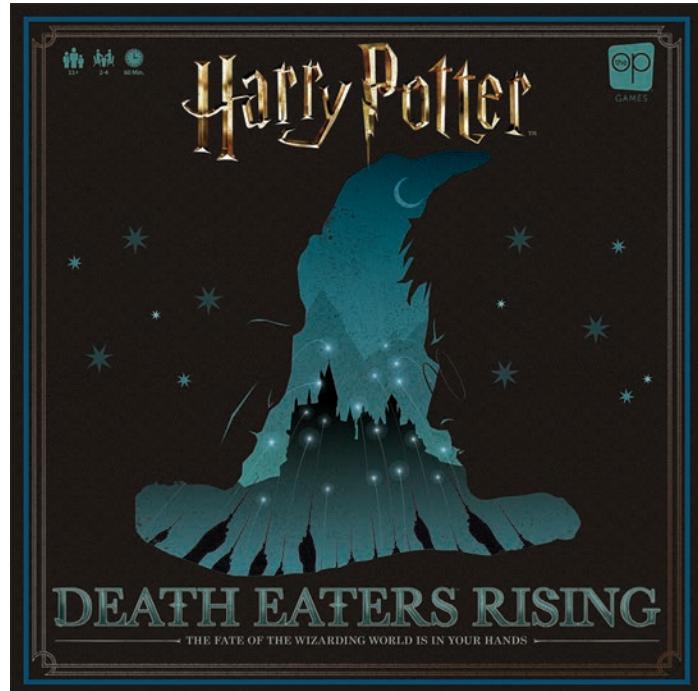
There is a circular board placed in the middle of the play area. It represents three locations, and Voldemort stands in the middle, trying to corrupt them! Each location has two *place cards* stacked there. These cards track how corrupt the area is. If both cards are fully corrupt, the location is completely corrupted and you lose the game. If four or more total places are corrupt, you lose the game.

Each player receives their own headquarter card, token, and starting character card. Jane had the Hogwarts headquarters with the starting card of Minerva McGonagall, and Philip had Dumbledore's

Army and started with Harry Potter. The rest of the character deck containing wizards and death eaters is shuffled, and three face-up cards are placed in each location. You then take the Voldemort card and shuffle it into the middle of the deck.

So, you can't even try to start defeating him until he shows up in the game.

There are other components like spell tokens, damage counters, corruption counters, and wizard dice that are all set aside until needed.



GAME PLAY

Once we played a few turns, we got right into it! It is handy that the Turn Order Summary is on the back of each player's headquarter card. A turn looks like this:

1. Travel to a location. You take your token and place it on one of the three areas to go and visit — the goal is to recruit other wizards, get rid of death eaters and keep the location from going corrupt.
2. Roll for Voldemort. There is an individual die to roll that will either turn the figure to the right, left, or leave him facing the location he is on. If you turn him left or right, all wizards in that location take a hit of damage, the location gets a corruption token, and the wizards of the active player also take a hit of damage if he is facing the location you picked to go. If he doesn't move, the same thing happens, but then any death eaters at that location are activated, and they can cause much damage — UGGH! If a wizard reaches its max damage, it is taken out of the game. When there are 8 defeated wizards in a 2-player game, you lose.
3. Roll the Wizard dice. There are 14 of them, and they come in four colors. The amount you can roll and what colors you choose depends on what affiliation you are, and if you have cards or spells that provide you more to roll on your turn. When you roll, you use the symbols on them to recruit wizards, hurt death eaters, or try to get specific actions or spells. The wizard and death eater cards will show a combination of symbols you must match to do that. On each roll, you must assign at least one of the dice to *something*, and then re-roll if needed. If you don't assign at least one die, you must forfeit one before you can re-roll. By assigning these dice, you can recruit a wizard, start destroying a death eater or buy spells and actions. When you recruit a wizard, they join you on



your team. If you hurt a death eater, it receives a damage counter; when it reaches its max it is killed. Each time you add a counter, you also collect a new spell. Spell tokens are great as they can give you more dice to roll, help take damage or corruption tokens off, or trade wizards with another player.



4. At the end of your turn, you take any recruited wizards, and any characters with full damage are removed and replaced with new character cards. Eventually, the Lord Voldemort card will be drawn, and it is placed on a special *villain board*. The villain board is also where you place the defeated wizards, death eaters, and corrupted places. You can now start attacking him on turns, but beware as he has special rules that make him a lot more difficult to defeat than the death eaters. It takes five hits of damage to eliminate Lord Voldemort, but you can only hit him for as many defeated death eaters as you have. So, you must have defeated at least five to finish him off.

We were yelling at the dice quite a bit in this game because early in the game, we were not having a lot of luck rolling what we needed. Our luck eventually improved along with our strategy so we recruited wizards, defeated the bad guys, and *ALMOST* defeated Voldemort — we hit him three times! But, in the end we lost when Voldemort defeated an eighth wizard. Better luck to us next time! It helps early in the game to try recruiting wizards that will allow more dice to be rolled in future turns — but it's a balancing act of doing that while keeping corruption down on all the places, keeping all the wizards' damage below their max, and chipping away at death eaters. We look forward to playing this game more in the future to refine our strategy and defeat Lord Voldemort!

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!



PATHFINDER 2E ARCANE SPELL CARDS (PZO 2211), CHASE CARDS (PZO 2217), AND BESTIARY BATTLE CARDS (PZO 2210)

From Paizo Publishing, reviewed by John and Isaac Kaufeld

8 & Up	3 - 6 Players
N/A	\$29.99, \$14.99, \$59.99

When we think about new roleplaying game products, we usually imagine source books with rules, monsters, and character classes, adventure modules that explore some new part of the world, or maps to simplify combat and exploration.

In the last few years, companies expanded that vision with accessory products designed to make their game experiences more engaging and the games themselves easier to play.

This month's trio of releases for *Pathfinder Second Edition* from Paizo fall are squarely in that category. They open a whole world of new possibilities for any campaign that wants a little extra spice and players who want help organizing the spells their characters can use.

Let's take a closer look at these new goodies and see how they make your sessions more exciting for everyone around the table.

GETTING A HANDLE ON YOUR CHARACTER'S SPELLS

The Arcane Spell Cards put your arcane caster's spells quite literally into your hand, making your life a lot easier in the process.

Each arcane spell in the core rulebook has a matching card in this collection. Each card in the deck covers a single spell, providing you with everything you need to know about it, from the name, level, and type of spell, to the details of casting, range, and results.

Players with spellcasting characters can go through the box and pull out cards for the spells that they're preparing during each game session. No more flipping back and forth through rulebooks — the info you need is right there on the cards.

We all know there isn't enough room to write out spell descriptions on your character sheets. With these cards, your "what does this spell do again?" problems disappear. And when your GM wants to know some obscure detail about the spell, you can hand over the card to answer their question.

The spell cards are arranged in the box by level from low to high, and then sorted alphabetically within each level. It's intuitive and makes finding the right spell card quick and easy (provided you put the cards back in the right order after the game, so get on that).

OPENING THE BATTLE BESTIARY

Moving to the other side of the GM screen, the oversized Bestiary Battle Cards return from *Pathfinder* first edition to help your game master show the terrors that the adventurers face while easily running the monsters as part of the game.

Each 4" x 6" card face displays beautifully detailed art of a particular monster. The other side lists the monster's information in the standard stat

block format (name, CR, type, and such), along with all of the attacks in that monster's arsenal.

It's perfect for boosting your players' engagement in a scene, since you can literally show the players what the basic creature looks like and then focus your attention on fleshing out the details for this particular encounter. Plus you don't need to haul around a stack of bestiary books just to make the magic happen.

The cards also help GMs stay organized while running hectic battles. Just lay one or more cards out for easy reference, grab your initiative tracker, and let the mayhem begin.

PUTTING NEW TURNS INTO A CHASE

Who doesn't love a great chase? It builds cinematic tension in your game and gives your players a chance to let their creativity and improvisation skills shine. But they also take extra effort to prepare, especially if you want to make something that can come alive in your players' imagination. That's where the Chase Cards accessory deck comes in.

These cards help you flesh out a planned chase or create a wild impromptu scene by giving the GM fresh locations, ideas, and obstacles. Try using the deck to make an interesting transition from point A to point B when the players are hunting someone down. This deck supercharges your creative possibilities.

Each card in the deck shows a particular kind of obstacle in your chase, ranging from the mundane to the magical. Obstacles are organized by location, with about half the deck representing general things that could appear in any setting, like walls, narrow passages, stacks of crates, and random unholy sites. The rest of the deck is split obstacles you'd find underground, in the wilderness, or in urban locales.

In addition to the image of the obstacle, the cards give you the approximate complexity level so you can make sure it matches your party's skills, plus two suggested skill checks to bypass this problem.

VERDICT

Each of these products help in their own way to make your games easier to run, your stories more fun, and your player experiences more engaging.

It's hard to not love anything that makes game nights better, so all of these earn solid recommendations. Pick them up at your favorite local retailer today.

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John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



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TALISMAN: BATMAN (USO TSO 10103)

From USAopoly/The OP, reviewed by Brian Herman



13 & Up



2- 6 Players



60 – 90 Minutes



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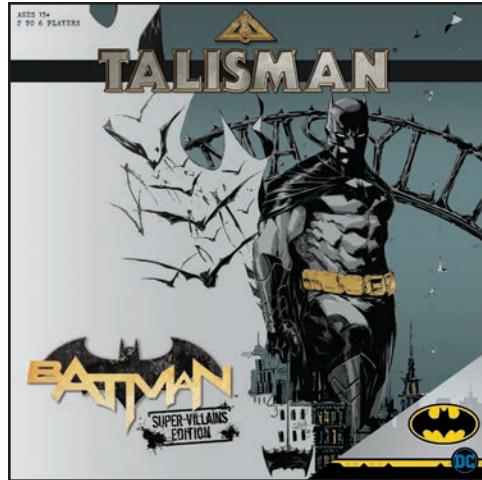
Ever since I was a little kid, I've loved Batman. He's a super cool rich guy with a ton of toys he uses to fight crime night after night, waging a one-man war against the criminals in his city. As I've grown into an adult, however, I've become to be more fascinated by Batman's villains. All of them both extremely dangerous and insane, and each unique in their own way. Through cunning, gadgetry, and sheer will Batman always manages to defeat them, however. As he does so, he locks them away in the ever-revolving door of Arkham Asylum, the home for the criminally deranged.

However, criminals sent to Arkham always manage to get back out again, busting out into the real world. With this mythos in mind is the game *Talisman: Batman*, where each player takes on the role of one of twelve Batman villains all eagerly trying to escape from the mental hospital that serves as their prison.

The setup establishes the entire tone for the game. Each player picks their villain and sets their player card and starting stats for Health, Cunning, and Strength as well as getting the appropriate number of tokens for starting Fate and Coin and draws Feat cards at random if appropriate. The gameboard that represents Arkham Asylum is laid out and each miniature is set on his or her starting area along the outer rim of the game board. Encounter cards are separated by one of three regions of Arkham, shuffled and laid out next to the game board, and the "for purchase" cards are set within easy reach of all players face up as well. Finally, a lone Batman miniature is placed in the centermost square of the final region of the Asylum and his stat card is also placed near the game board.



During gameplay, each player takes turns navigating the perilous halls of Arkham Asylum. First, the player rolls a single d6 and moves their miniature either left or right in that direction. As previously noted, the gameboard is made up of 3 regions of Arkham: the outer layer or "commons", the second floor, and finally the third floor containing roof access and eventual escape. There are certain rooms between regions that permit access to the next region requiring a test or trial to pass. If a player rolls the "1" space on the die, they move 1 space and then must roll again, moving the Batman a number of spaces equal to the second roll. If a player ends up with Batman in their space,



they must confront him using his stat card near the game board, which gets stronger the closer you get to the exit. When a player moves into an unoccupied space, they draw an encounter card for the region they are in and deal with it, whatever it may be. Encounter cards can be items, single use encounters, or ongoing encounters that will affect that square for the rest of the game. If a player moves into a space occupied by another player, he can choose to either encounter the other player or encounter the space as normal.

As players eventually make their way to the center of the board, they will grow stronger through their various encounters, not only in equipment but by increasing their strength and cunning. The board can be cruel and unforgiving as players venture unto the upper levels of Arkham Asylum to make their escape and are ultimately confronted by Batman, who will challenge the player at the very center square.

The first player to make it to that square and defeat Batman wins the game.



As with all USAopoly games, both the production values and the commitment to authenticity to the source material is absolutely top notch. All character representations feel true to the comic books, i.e. the Joker feels like a crazed

madman while Mr. Freeze has a moral code even while trying to escape this prison for the criminally deranged. Likewise, every game element is wonderfully constructed with all cards, tokens, minis, and the game board itself made of sturdy and lasting material. The art is fabulously consistent with the comic book mythos, and truly immerses the player in the role of a desperate Bat-villain desperate to escape Arkham Asylum and seek revenge on the Batman. Whether you're a *Talisman* veteran or simply a Batman fan, this game will speak to you on one level or another.

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Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.



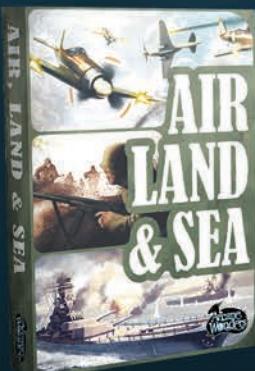


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WARHAMMER 40K: INDOMITUS (GAW 40-01)

From Games Workshop, reviewed by Thomas Riccardi



12 & Up



2 Players



120 - 240 Minutes



\$199.99

In this dark future of the 41st millennium of mankind there can be only war. The Emperor's Space Marines are spread thin as they deal with all manner of threats in the Imperium, and a new enemy has emerged from the deep underground – Necrons.

The Necrons awaken from their stasis tombs to find a new and strange universe. Do you have what it takes to drive these forces back, or will you succumb to this strange robotic enemy? This is the setting of the latest offering from Games Workshop - *Warhammer: Indomitus*.

This core set comes with a ton of material to get you started playing Warhammer 40K right away. The first is a new 368-page hardback Warhammer core book that is exclusive to this boxed set. This extensive tome will not only tell you how to play the game but is also packed full of lore about the various races you can play in the 40K universe.

There are 39 missions included in the rulebook so you can experience various battles within the Imperium, as well as a Crusade campaign system which allows your army to gain experience from battles and progress in both rank and experience.

The *Edge of Silence* campaign booklet tells the story of what happened to the Indomitus Crusade's Battle Group Kallides as they explored an abandoned region that is known as the Pariah Nexus. This booklet also contains all the data sheets for all of the miniatures included within this boxed set. Also included is a transfer sheet which allows you to customize your Space Marine units as well as an assembly guide to show you how to assemble the miniatures included within this core set.

The miniatures are generally the stars of these core sets and this one isn't an exception; *Indomitus* includes 61(!) models that make up the forces of the Space Marines and the Necrons. Each of these miniatures are of the new "push fit" variety so you will not need glue to assemble them. The amount of details on each of these figures are simply amazing and while you can play with them as is, you can paint them up to give your models your own unique look.

The Space Marines come with 24 models and include a Primaris Captain and Lieutenant as well as a Chaplain and a Judiciar. You



also get four Bladeguard units (one being an Ancient and the rest being Veterans). For the heavier-armored opponents, you have three Eradicators that can render even the heaviest armored opponents to a heap of twisted metal. The backbone of this army is ten Assault

Intercessors which leap into battle tearing through the enemy with their chainswords. And last, but not least, are three Outriders mounted on armored bikes.

The Necrons come with 37 models; 20 Necron warriors represent the bulk of this force and they're ready to obliterate any opponents that come their way. You also receive an Overlord, Royal Warden and a Skorpekh Lord who command the forces of the Necrons to do their bidding. The Plasmancer is a master of advanced hypertechology and is protected by twin blade limbed creatures known as Cryptophralls. Three Skorpekh destroyers can hunt down any foe on the battlefield and the Canoptek Plasmocyte can send these machines into a killing frenzy.

For your damaged or fallen units, the massive Canoptek Re-Animator strides into the fray as this massive legged construct repairs units with nano-scarabs. Finally, the Necron army also includes six Canoptek Scarab swarms that can overwhelm any target chewing through metal, flesh and bone.

While each of these armies make up the core of this boxed set they can be used apart from this set as well, and are pretty complete and playable as they are so you will not have to buy anything extra to bolster your forces.

Whether you are new to the Warhammer 40K universe or a seasoned pro, you will want to get the Indomitus set. With two massive armies that have insane amounts of detail and are easy to assemble, as well as an exclusive hardcover rulebook, this boxed set is an excellent addition to any Warhammer 40K collection. For more information on this and other great products head on over to <https://www.games-workshop.com> and get ready to explore the ancient abandoned region known as the Pariah Nexus.

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When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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Greetings GTM Fans!

For our October issue, *Game Trade Magazine* and *Game Trade Media* are teaming up with Ares Games and Phalanx to bring you an exciting giveaway!

One lucky winner will receive a copy of *Nanty Narking* courtesy of Ares Games and Phalanx. To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on September 22nd and will close on October 26th so don't wait! Already a fan of *Game Trade Magazine* and *Game Trade Media* on social media? We've got you covered! All previous entrants are already included in our latest contest (but feel free to check out our content again).



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Welcome to Spyfest, the largest super-spy convention in the world! You are here to get a precious piece of secret information, but there's a problem: Everyone is wearing a costume, and you don't know who your source is. Find your Spy by listening and talking to attendees, but you have to remember that rival agents are there, trying to intercept the information by identifying your Spy before you do!

Spyfest is an exhilarating detective party game in which players split into 2 teams and take turns being the Spy. The goal of the Spy is to have their own team guess who they're dressed as – a memorable historical or fictional character – before the opposing team. In order to do this, the Spy and their team will use a special Keyword as well as their quick-wittedness, subtlety, and impressive talent for mingling.

In **Spyfest**, the most creative and ingenious team wins, so stay on your toes!

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- Identity Fictional and Non-Fictional Characters